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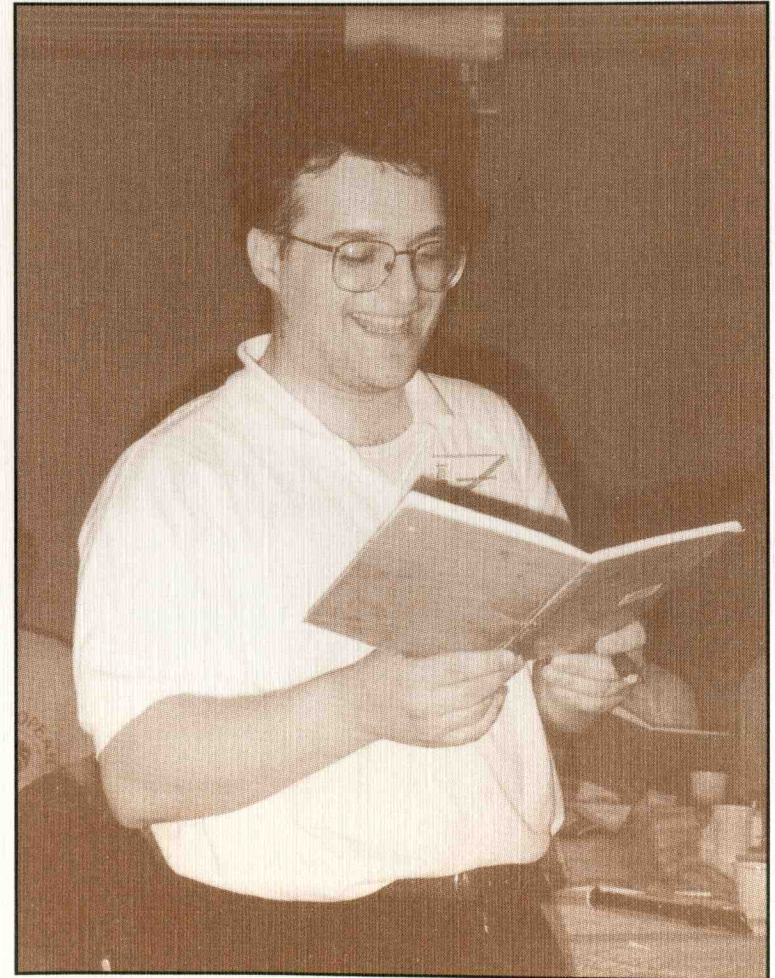
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Front cover: At the European Go Congress Song Evening, Gionata Soletti sings the Tournament Director's song. (Photograph by Francis Roads.)

Tournament Calendar

Bank of China Cup: 22 September. Alex Rix, 0181-533-0899.

Shrewsbury: 6 October. Brian Timmins, 01630-685292.

International Teams Trophy: 13 October. By invitation only. David Ward, 0171-3543285.

Wessex: Marlborough, 27 October. Terry Wright, 01275-842258 (before 10pm).

Three Peaks: Thornton in Lonsdale, 9-10 November. Toby Manning, 01926-888739.

Swindon: 24 November. Paul Barnard, 01793-432856 (before 9.30pm).

West Surrey Teach-in: 7 December. Charles Bockett-Pugh, 01252-878191.

West Surrey Handicap: 8 December. Charles Bockett-Pugh, 01252-878191.

Anglo-Japanese: 14 December. By invitation only. David Ward, 0171-3543285.

London Open: December—January. Harold Lee, 0181-4401001.

London Youth: January.

Furze Platt: January.

School Teams: January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, February.

International Teams: March.

Irish Open: March.

South London: March.

Coventry: March.

British Go Congress: April. In Berkshire?

Anglo-Japanese 'B': April.

Candidates': May. By invitation only.

Bracknell: May.

Scottish Open: May.

Challenger's: June.

Pair Go: June.

British Small Board Championships: June.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

Devon: July.

Isle of Man: August 1997. (One week, alternate years.)

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Tournament Organisers: Please supply information to the editors of the Journal and the Newsletter as early as possible

Notices

Subscriptions

Membership fees have been increased, following discussion at the AGM in April.

The new rates are as follows:

UK: full rate £9. Junior, O.A.P. and Unemployed, £4.50. Family rate £14.

Overseas: Europe £10, outside Europe £12.

All members will receive direct mailing.

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One dan: Colin Adams, Baron Allday, Neil Ghani, Robin Upton, Tony Warburton.

More notices on page 58

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Four Hundred Years of Japanese Go

by Andrew Grant

Part 20: The Nihon Kiin and the Kiseisha

The Great Kanto Earthquake of 1923 caused all the Tokyo based go groups to suffer enormous financial losses. It became well-nigh impossible for them to continue independently, and a leading politician and patron of go, Baron Okura, went to great lengths to persuade the various factions to settle their differences.

In May 1924 a conference was held at the new Imperial Hotel in Tokyo (one of only a handful of buildings still standing after the earthquake), attended by all the top players from Tokyo as well as delegates from Nagoya, Kobe, Osaka (including the last Inoue head, Egeta Inseki) and Kyoto. As a result of this historic meeting, a single national go association, the Nihon Kiin, was founded in July 1924, and the Honinbo and Inoue schools, Hoensha, and Hiseikai ceased to exist. (Egeta later withdrew from the Nihon Kiin and re-established the Inoue school. I don't know whether the Inoue school survived the war, though it was definitely in existence as late as 1937. Egeta himself lived until 1961.)

Although the Honinbo school no longer existed, the intention was to continue the Honinbo succession, with the title of Honinbo going to the strongest player as before. Shusai had already decided upon his heir - Kogishi Soji, one of the greatest prodigies in go history. Kogishi's talent was acknowledged

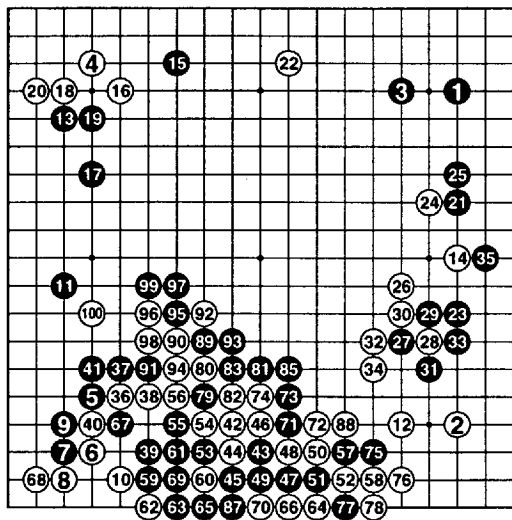


Figure 1 (1—100)
84 at 79, 86 at 77

White: Honinbo Shusai Meijin, 9 dan. Black: Karigane Jun'ichi, 7 dan. Played at the Yomiuri Press building from September 7 to October 18 1926. Time limits: 16 hours per player. Komi: None. Black loses by running out of time. If the game had finished normally Black would have lost by about six points.

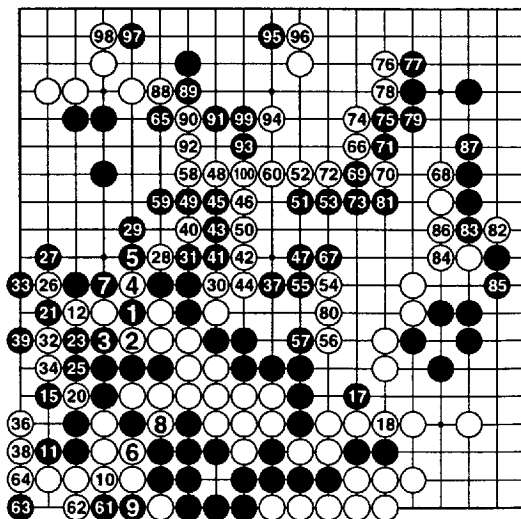


Figure 2 (101—200)

Ko (104/101): 113, (114 at 67), 116, 119, 122, 124, 135 at 120

by all; in a tournament sponsored by the Jiji Shimpo newspaper, in which the idea was to match a strong player against successive opponents until he lost a game, whereupon his opponent would take over, he won 32 successive games against all-comers. Shusai had even decided upon the name Kogishi would take as Honinbo—Shuritsu—but it was not to be; Kogishi died of typhoid in 1924, and Shusai could not bring himself to name a lesser player as his heir.

The Nihon Kiin introduced a number of innovations. Time limits were introduced, as the Hiseikai had wanted; there was a regular tournament for all professionals, known as the Otaei (Great Matchplay), which is still the only tournament which counts towards promotion in the professional grades; the magazine *Kido* was founded; and amateur grades were introduced for the first time, set much lower than the corresponding professional grades, with the Nihon Kiin giving itself the authority to issue amateur dan diplomas.

It couldn't last; within three months of the Nihon Kiin's founding, there emerged a rival organisation. The cause of the split was the Kiin's insistence on handling all contacts with the media, such as arranging sponsorship. Five players, led by Karigane, were disciplined for making their own financial arrangements with a sponsoring newspaper, and responded by leaving to set up their own organisation, the Kiseisha.

Within a year two of the Kiseisha's five members had returned to the Nihon Kiin, but despite this the Yomiuri newspaper was keen to sponsor a match between the two organisations. It took a long time to break down the Kiin's resistance to such a match, but finally in 1926 a game was arranged between Karigane and Shusai,

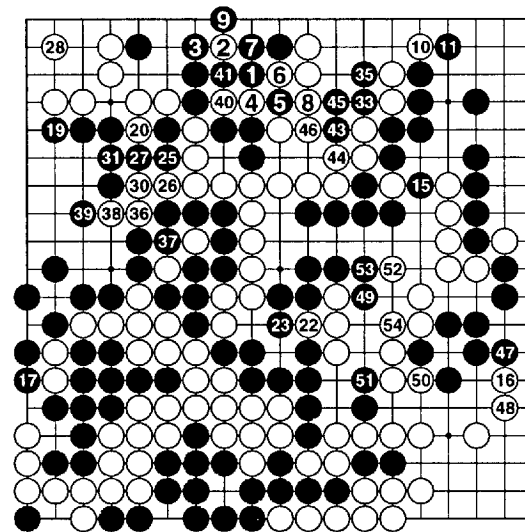


Figure 3 (201—254)

Ko (62/109): 212, 213, (214 at 161), 218, 221, 224, 229, 232, 234 at 60, 242 at 205.

which caused great public interest as these two had been rivals before, over the Honinbo succession in 1907. Unlike their earlier game in 1920, this game was played with time limits (16 hours per player) - unfortunately for Karigane, who lost on time.

The match continued with the Nihon Kiin pitting a team of fifteen players against the three members of the Kiseisha (Karigane, Onoda Chiyotaro and Takabe Dohei). The result was a heavy defeat for the Kiseisha, which severely dented their credibility, not least because Onoda returned to the Nihon Kiin during the match (and later even played on the Kiin's side). To fill the gap, the Yomiuri recruited Nozawa Chikuchō, who it will be remembered had been expelled from the Honinbo school by Shusai and had been living in retirement in Kobe ever since. The Kiseisha promoted him directly from 5 dan to 7 dan with-

out a single game, and pinned all their hopes on him. The Nihon Kiin showed their displeasure by selecting Suzuki Tamejiro, one of the two Kiseisha members who originally returned to the Kiin, to play a ten game match for them against Nozawa. Suzuki won easily and the Kiseisha was effectively finished. (Nozawa died before the tenth game could be played, but he was three games behind anyway.) Karigane kept the Kiseisha going, but with only two members it became an irrelevance.

• For a more extensive history of go The Go Player's Almanac is recommended.

From Bradford to Japan

Graham Telfer is one of those valuable members of the Association who quietly keep up the business of running a go club year after year, but now he is emigrating to Japan.

Graham learned to play go at Bradford University Go Club in the early seventies, and just in time, as it turned out, since the club folded in 1972.

This did not at all deter him from playing go. In fact, in 1978 he received this special mention in British Go Journal issue 40 for his performance at the London Open Go Congress:

'Among the lower kyu players... interest centred chiefly on G. Telfer who had entered at 10 kyu and won his first seven games, only losing to a 6 kyu in the final round...'

He moved about quite a considerable amount in the interests of his work, spend-



ing two years in Spain, for example, but by 1982 he was back in Bradford.

It was in that year that he started Bradford Go Club, which became part of the Northern Go League, and unlike its predecessor the club has continued steadily for fourteen years. (Steve Wright has agreed to be the new club secretary, and details can be found in the centre pages.)

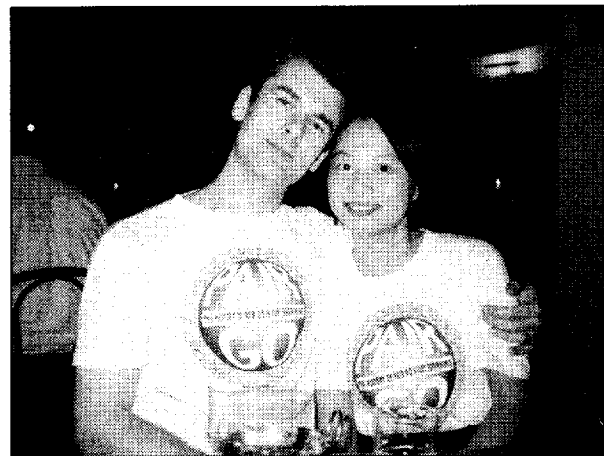
In December 1995 Graham met a Japanese lady, Yuko Aoteki, at Bradford College. On June 8th Graham and Yuko

were married, and a week later they both came to the Leicester Go Tournament, not only to play go but so that Graham could see a few old acquaintances before their departure for Japan.

Not that we have heard the last of Graham! Before leaving Britain, he promised that he would send regular articles from Japan about go-playing activity in that country.

Already the first of these has arrived, and can be found on page 25. B.C.T.

From China to Epsom Downs



Major events in Paul Margett's life have had a decided regularity. He emigrated to New Zealand in 1974, returned to the UK in 1984, and met Yvonne Mao in 1994.

It was in New Zealand that Paul discovered go, in the tea room of the software firm he worked for in Wellington. He had already given up chess because computers played it too well, when he came across an article in a computer magazine describing the difficulties of

producing go programs.

In the tea room a former employee had left a home made go board, with holes drilled at the intersections, and a supply of black and white topped drawing pins. And there were two employees in the firm who already knew how to play go. Not surprisingly, Paul was soon attending Wellington Go Club.

He started Epsom Downs Go Club in 1993. When he met Yvonne, from Shang Hai, she knew about go (she had seen her brother play it) but it was Paul who taught her to play.

Recently Yvonne went to the USA for some months, but immediately on her return Paul and she entered the 1996 Pair Go Tournament, and won all their games.

At Barmouth Tournament came the announcement that Paul and Yvonne were to get married on August 10th.

On the wedding day, a handicap tournament started at 2.30pm. Of the 33 players, 12 were dan level, but 14 had never played go before. The tournament was self-pairing doubles go, on 13x13 boards, with different pairing each round. Dans and 'weakies' were generally paired together, with complete beginners being graded as 40 kyu.

Best beginner, Nick Kernahan, won 4/4. Prize for over all winner Alistair Wall was a free dinner in the Toby Grill at the hotel. B.C.T.

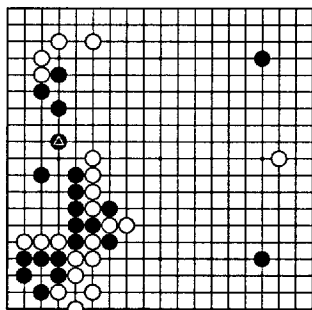
Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from Kido, August 1983

Part 2

This series takes amateur games as subject material. In the Model Diagram, Black has just defended with the marked stone and a lull has come in the opening fighting. The board position shows that White has already achieved an advantage, but events in the actual game took an unexpected turn after this.



Model Diagram

The game proceeded to White 7 in Diagram 1, and when things come to this point Black has the advantage. In the space of seven short moves the situation has been reversed.

White 1 is a solid move, but over cautious. The extension of Black 2 is too wide. White 3 is a missed opportunity.

Black 4 turns into a perfect developing move. Because of White 3, Black's previous move at 2 has, contrarily, become a good move.

White, concerned about the

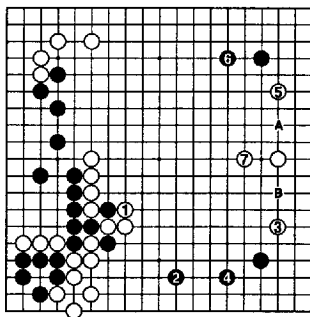


Diagram 1

invasion points of A and B, played 7 with the intention of defending both sides. This is an interesting idea, but it is not a very good move.

That's it. The reason for the reversal of the situation is that White played the three bad moves of 1, 3 and 7. For Black's part, trying too hard with 2 has been redeemed, eliminating the censure of a bad move. Let's look at these points one by one.

White has deliberately built up tremendous thickness, so an attempt must be made, as in Diagram 2, to make use of it to the fullest. Playing at A shows that White is afraid that Black will try to move out at this point. It is feared that if Black moves out at A, White's four stone wall will come under attack. However, at this time defending at A is entirely too slow. The sides of the board still offer plenty of big points to occupy at this stage of the opening, so let's try to develop on a large scale, with the stones blanketing the board.

Making full use of the thickness, White presses against the corner closely with 1. The high kakari is appropriate in this case, and after 2 the lower side swells up with 3. Is this not an imposing development?

Suppose that when White attacks at 1 in Diagram 3, Black

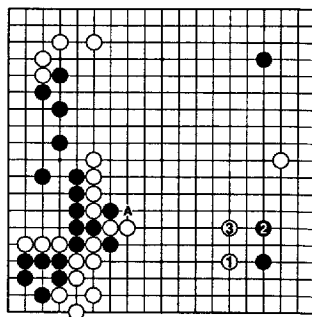


Diagram 2

moves out at 2. It seems that this was distasteful for the White player. One can envisage the sequence to Black 8 and the marked white stones come under attack. However, are these stones so important? Can't they be discarded, should circumstances so warrant?

The marked white stones become weak, but White creates thickness in the centre by turning at 9, then takes the initiative with the double kakari at 11. The question of the marked white stones is beyond the scope of the immediate fighting. Black does not have the luxury of expending another move to capture them.

White's lead is clear in this diagram. More important than the question of White's marked stones is the question surrounding the swelling of White's lower side territory, attendant with the attack on the corner. White's judgment in differentiating these two matters was flawed, no?

There are a few other questionable points.

It was outstanding for Black to turn his attention to the lower side. However, in this situation it is usual for Black to play the more restrained large knight's move of 1 in Diagram 4. In this case, White's marked stone would have clearly stood out as a lax move.

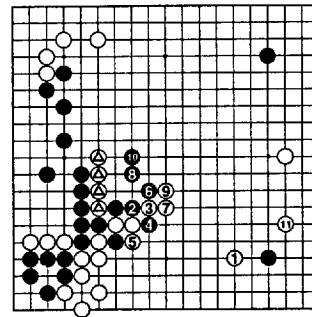


Diagram 3

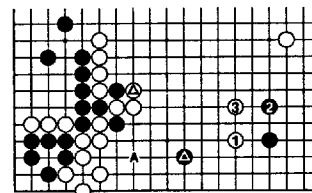


Diagram 5

With the marked stone in Diagram 5, Black is thinking of a further extension to A. This is excessively greedy, no? For White, this represents a golden opportunity. Taking aim at the over-wide extension of the marked black stone, White imperiously invades with 1. In answer to 2, White plays the same as before with the jump up to 3.

Black cannot by any means afford to discard the marked stone. Some way must be found to secure these stones. In the process, White's thickness to the left will play a significant role. Such being the case, defending with the marked white stone would turn out to be not so bad a move.

There is also 1 in Diagram 6 as an invasion point. In answer to 2, White jumps to 3, pushing into the centre and splitting Black. For Black to play 2 at A etc., discarding the marked stone, would perhaps be too awful.

There are difficulties with the attack (or invasion) at the point

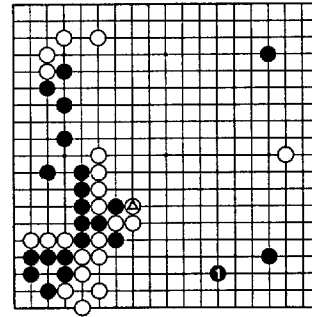


Diagram 4

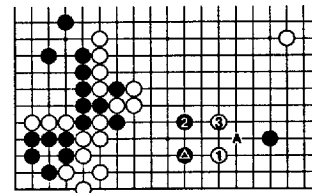


Diagram 6

of 1 in Diagram 7. Moves 2 and 4 initiate a technique for dodging the attack. The marked black stone is perfectly placed here. If white plays 1 at 3, Black 4, White 1, Black 2 revert to the same situation.

With regard to White 7 in Diagram 1, which would be A in Diagram 8, one must be a bit startled at the conception which, in itself, is interesting. It's not a good move, but one would like to give the player an 'original idea' prize.

It might be imagined that the reasoning behind this move went as follows:

"I'm afraid of the invasions at the points of B. However, if I protect just one side, an invasion point remains on the other side. I would like to protect both sides. With a move at A there's little threat of invasions at B, so both sides are defended."

But are the invasions at B to be feared to this extent? In reality, one is not in the slightest afraid. On the contrary, rather

than fearing this, it should be welcomed. If an invasion is forthcoming, a fight would result. This fight would spread to the centre. In the centre, White has thickness. It may be imagined that this thickness would play an effective role. Above all, the position is a bad one for Black, so there is no reason to fear a fight in the least.

Shouldn't White press up against Black's position with 1? Or, if White wishes to expand the right side, instead of A, jumping to C covers a wider area. However, more so than C, White 1 is the move that 'hangs tough' here.

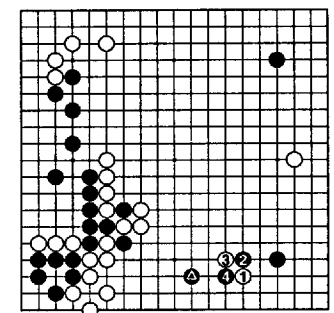


Diagram 7

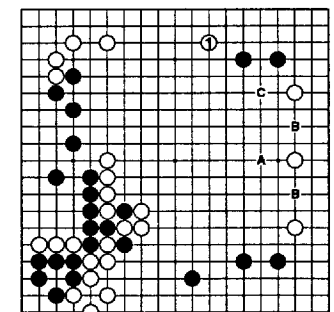


Diagram 8

This time the theme has been the effective use of powerful, ironclad thickness. It is desirable that one develop a hypersensitivity when dealing with thickness.

Years Ago

by Tony Atkins

Thirty Years Ago

The BGA had 300 members. Top player and British Champion was John Diamond (2 dan). Other dans were John Barrs, Colin Irving and David Wells. The London Club met at the Pontefract Castle, W1, and the eleventh and newest club was in Newcastle. In Austria the Champion was Manfred Wimmer and in the DDR Fritsche of Dresden kept his title. In New York, Dr. Edward Lasker was presented with honorary 5 dan from the Nihon Kiin in recognition of his 61 years as a go promoter.

The tenth European Go Congress was hosted by John Barrs and Robert Hitchens of the BGA, at Avery Hill College, South-east London in August. It was opened by Mr Hayashida from the Japanese Embassy and was attended by ten nations including visitors from the USA, Canada, Korea and Japan. Winner was Jürgen Mattern from Germany who beat Manfred Wimmer by 12 points in a play off. Third was Max Rebatu. The home country won the team competition ahead of West Germany and the Netherlands.

In Japan Rin defeated the same opponent as in 1965, Sakata, by 4 to 1. However, in the Honinbo, Sakata took the title for the sixth year running by beating Fujisawa Shuko 4-0. He also got revenge in the Oza against Rin, winning 2-1. On the Emperor's birthday, 20th April, Kensaku Segoe, Honorary 9 dan, was decorated with the second order of the Sacred Treasure for his contribution to cultural progress through go.

Twenty Years Ago

Fourteen players attended the first Candidates' Tournament at the London Go Centre. R. Moss (2 dan), B. Casteldine (2 dan), J. Bates (3 dan) and D. Mitchell (2 dan) were the four to survive. They joined P. Prescott (4 dan), T. Goddard (4 dan), S. Dowsey (3 dan) and M. Macfadyen (3 dan) in the Challenger's League. Prescott won the League with 5 out of seven, but lost 3-0 to Jon Diamond in the Title Match.

At Amsterdam a 5 dan student from London called Nishiwa was the winner and in Ljubljana the London 1 team of Bates, Prescott and Gray won on tie-break. London also won the Southern League, whilst Huddersfield won the Northern League. The Northern Tournament was won by Prescott on tie-break from Macfadyen.

The 20th European was held at St. Catherine's College, Cambridge. In a very close Championship group, Tony Goddard and Patrick Mérisert had to play off for the title, which the Frenchman won. John Diamond was third. The open group was won by Matthew Macfadyen. Ronald Schlemper won the Weekend Tournament ahead of Britain's Brian Chandler. Robert Rehm was Lightning Champion and Rengo champion was the Reading Weak Group.

In Japan the titles were being shared around. Takemiya stopped Ishida's five year reign in the Honinbo, winning 4-1. In the Judan Kato Masao beat Rin 3-2 and in the Gosei Cho defeated Otake 3-0. Women's Honinbo was Kobayashi Chizu who beat Miss Honda.

Ten Years Ago

In The Candidates' five out of six were won by Shaw (3

dan), Roads (2 dan) and Hall (3 dan). Alistair Thompson (1 dan) was the best of those on four wins. However several players failed to take up their Challenger's places and so the League ordering was Macfadyen, Shepperson, Barty, Lee, Hall, Thompson, Roads and Smith. At the Youth Championships in Lyme Regis, Sam Perlo-Freeman won on home ground. Matthew Cocke (12 kyu) won the under-16 title and under-14 winner was Peter Diamond.

In the World Amateur in Tokyo, Terry Stacey came thirteenth and Chan of Hong Kong was the winner. Lee Sang-Hoon of Korea won the World Youth title in Taipei. At home Korean J.Y.Lee won Leicester and the Northern, whilst Terry Stacey won Wanstead and the first no smoking tournament in North London. Huddersfield and Sheffield joint team won the Northern Go League.

At the European in Budapest you could ride a tram for 3p, drink beer for 25p and have a good meal out for £3. All this was enjoyed by 373 players including 18 Brits. First was Schlemper with a perfect 9 and second was Janssen with 8, both from the Netherlands.

In Japan, Kato made a good start in the Meijin match winning the first two against Kobayashi. In the Honinbo Takemiya beat off newcomer Yamashiro 4-1. Otake lost to Cho after six years as Gosei.

BGJ Index (72 pages) for issues 0-100 can be obtained for £4 including p&p from:

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Sansan Worries

by Charles Matthews

Part 2

White quite often chooses to play parallel 3-3 points in the opening. How do you play against this? It used to be thought that this pattern was too low, but Ishida made it quite fashionable twenty years ago. Perhaps, in professional eyes, the general adoption of komi at 5½ made it attractive.

Diagram 1 shows how not to do it. This is a short but painful game of mine from the Candidates' in 1976. I was a brand new shodan at the time, and had Black against David Mitchell (then 2 dan). I lost a group in the early stages and gave up.

What went wrong here? David afterwards was quite convinced that 13 was bad. When I suggested a wedge at 23 instead he was equally unimpressed; neither of these struck him as constructive ways to play. I am still not sure that I would approach on the lower side, which is the 'positive' way to play. Perhaps on the top side? See the end of this article.

I now think that 13 followed up by 23 in Diagram 1 would have been reasonable, with the sequence in Diagram 2. White should probably play 16 there, aiming to invade at A. But the two Black stones are quite light. There are attractive points at B, C and D to choose from. Black at E looks like a way to defend actively round this area, but is it really necessary right now?

Putting myself back into the shoes of a younger man, I can see that I hated the thought of being invaded, and I was also probably overawed by David's reputation as a destructive player. My go was certainly too

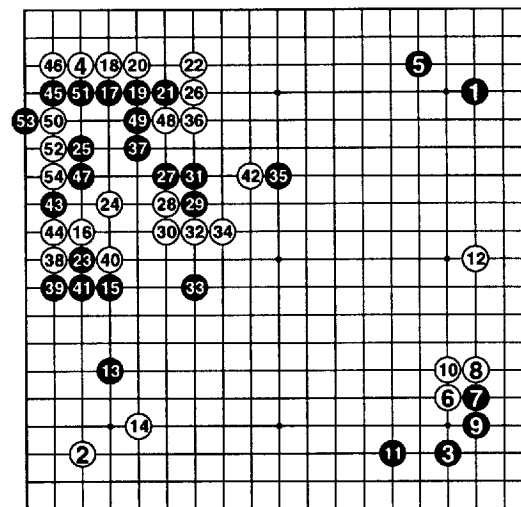


Diagram 1
54 moves

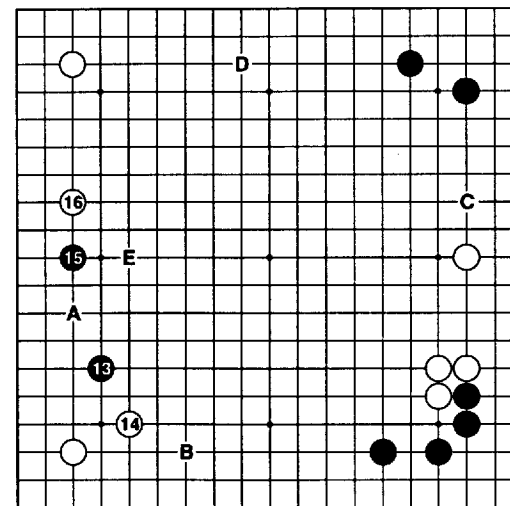


Diagram 2

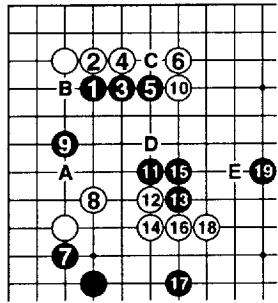


Diagram 3

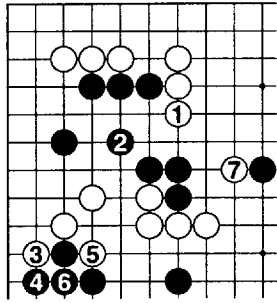


Diagram 4

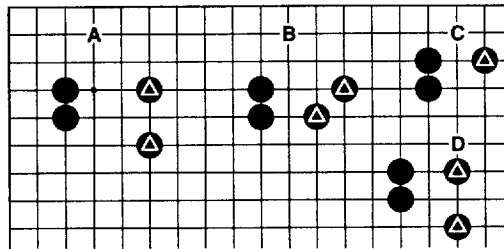


Diagram 5

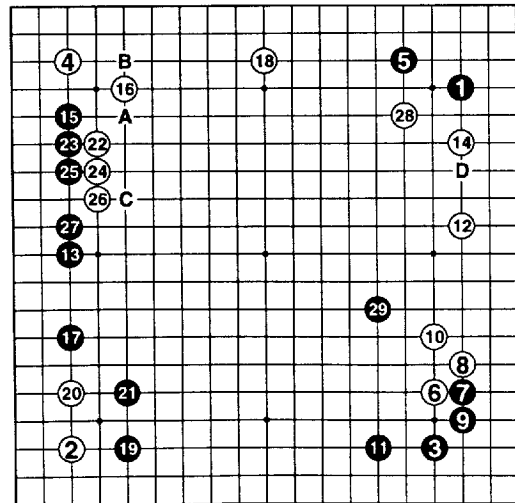


Diagram 6

territorial, and my sense of direction was poor (very negative; in that sense the Mitchell comments were spot on: I would never willingly build a moyo). However, my real mistakes came later on in the fighting.

In Diagram 3 (moves 17-35 in Diagram 1) I don't know whether 1 was good or not, or whether 4 and 6 were right for White, but 9 seems to be a nothing shape, better at A below or B above 9 (to set up the play at C and some tactics later). When White took the key point at 10, 11 was thin (better just D). The move at 17 might not be too bad, but 19 (rather than E) is making the same mistake again. In fact it took me years to realise that this was a systematic error in my view of shape.

Now in Diagram 4 (moves 36-42 in Diagram 1) Black gets punished; it hardly matters to my tale whether the rest of my plays were mistakes or not. Plays 34 and 36 in Diagram 1 are strong in a straightforward way, while my moves were weak in a clever-clever way.

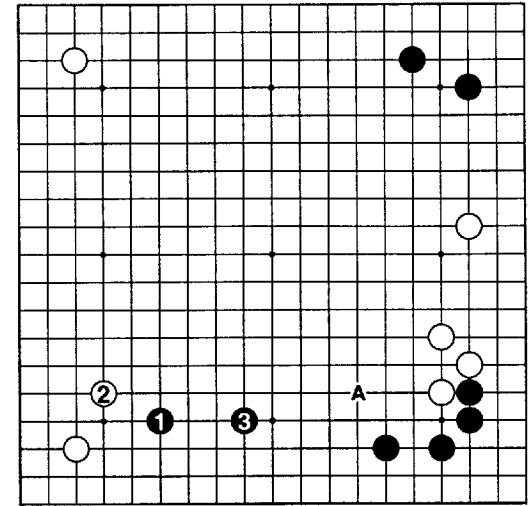
It was a long time afterwards that I was able to formulate the antidote to my venomous view of the two-point jump.

As I would put it now, the shape A in Diagram 5 is what you are aiming for, with the tight shape B as second best unless you need the eye shape. If you are not going to get it, the modest shape of C is probably more sound, and can also give excellent shape D. (By the way, why no English names for these fundamental patterns? Especially that of shape D, which is 'the world's best shape'...)

Now for something to take the taste out of your mouth. In Diagram 6, Rin Kaiho was Black, Ishida White, in this game from 1972. The right is little different from Diagram 1. Black approaches on the lower side only after putting stones on the left. The jump to 21 is

strong against the corner (to bully it later, not to kill it). Black is putting the very solid position in the lower right to maximum use. Ishida later commented that 13 and D were miai (D implies a later invasion on the right). Black doesn't fear an immediate challenge on the left between 13 and 15, at 16; he would answer at A, White at B, then something like C to cap, depending on where White had played. (This was game 4 of the 1972 Honinbo match, in *Go Review* vol. 12 no. 9. Actually komi was still 4½ then. Rin has a strongly personal style, which means other pros might not follow him with 13.)

Final comment: I still wouldn't play as in Diagram 7, which is the simple idea. My feeling is that White will get to the key point at A first, and Black will look foolish with no good play on the lower side. I wonder if the reader agrees.



Has BGA Books Ltd Lost its Way?

by Harry Fearnley

In BGJ 101, Gerry Mills explained, and attempted to justify, the directions to be taken by BGA Books Ltd.

I believe that some changes (e.g. the ability to sell to the general public) are welcome, however others will help to reduce the chance that we will get more go players in the UK.

I have been a BGA member for 30 years, and I do not want BGA books to supply me with discounted books — I want them to provide me with a service that no-one else will. I also want to see the number of go players in the UK increase, and I am happy to pay for this. One way to get more players is to have more go books, and cheap go sets, on sale in a wide range of retail outlets. This will help to jog the memories of those who have heard of the game, and will increase the chance of 'on-spec' buying that happens at Christmas! Incidentally, it is a long time since I have seen an 'Ariel' go set in the shops — have they disappeared?

Gerry asked "Why can't new players just be given a list of dealers?" — my answer is: "This is all that I need — I have no difficulty buying go books, using Visa/Access cards and Eurocheques, and even ordinary cheques or cash, from suppliers in USA, France, Germany, and Holland, as well as the UK."

There are however two major UK go suppliers:

(a) Ishi (UK), who have tended not to stock non-Ishi books, and

(b) Village Games who will stock everything.

For a retailer to stock go books they must be sure that the core market (primarily through the BGA) is open to them — BGA Books should therefore not undercut normal retail prices — furthermore we should not have large discounts for BGA members. Most BGA members that I know are committed to go and would not seriously mind paying normal retail prices, particularly if this helped to make the game better known. For the generality of UK games shops and bookshops to be able to sell go books and equipment, they must have a reliable, efficient, and preferably UK, wholesaler.

An argument against what I am proposing goes something like this: "The BGA has one of the lowest membership fees in the world, and this is largely due to the profits obtained from sales of books and equipment". This may be true, but I would rather pay higher fees if it meant more players in the UK. We should remember that the BGA membership is now at the same levels as a quarter of a Century ago, and during the lifetime of the London Go Centre our membership was at double the present levels.

What should BGA Books do then?

I believe that there are plenty of things that they can specialise in, and which others are not doing (or not doing well) at present — e.g.

1) Importing a good range of Japanese/Korean/Chinese TsumeGo books (and maybe some Joseki dictionaries etc) — produce a detailed catalogue — could probably sell to the whole of Europe, and maybe to USA, Australia and New Zealand!

2) Publish translations of Japanese/Chinese books —

there may be less of a requirement for this now, but in years gone past John Fairbairn made some very good translations which the BGA was not eager to publish — again there is a large market for such matter.

3) Retailing/Wholesaling 'Super Cheap' boards/stones — in the USA Yutopian sells a set of stones (and 'bowls') for about GBP 5 + p&p. What about cardboard 'stones' as in 'Learn to Play Go', Vol 1?

4) Retail books and magazines in English, and other European languages, in collaboration with other European go associations. A proper catalogue would be needed.

We do not need 'BGA Books' at Tournaments. Why can't we offer a retailer who stocks a full range of Books (as well as some go equipment) the use of a stall at BGA sponsored events — maybe they would eventually pay something for the privilege? I am sure that several local retailers would welcome such access.

At the end of his article, Gerry dreams of a world where the number of go players will have grown dramatically, and BGA Books will therefore have more sales, thus becoming unmanageable by a part-time amateur. It would then be "passed on to a commercial organization". I believe that this is unrealistic, and that we should rather look for ways of encouraging the existing go retailers now. I think that the best way to do this is not to corner their market, but to help increase their opportunities, and to provide services that complement, rather than compete with, theirs.

For the record — I believe that Gerry runs BGA Books in a very efficient, helpful, and friendly way. The above is a criticism of BGA policy, and not of how Gerry does his job.

Response

by Alex Rix

I would be interested in members' views of Harry's proposals but here are the BGA's.

The objective of the BGA is to serve its members, both experts and beginners, and to promote the game. The BGA has provided a highly popular book and equipment service for many years, and also supplies non-members since we want to be able to offer basic books and equipment to the general public at exhibitions (e.g. Battersea Park and the Royal Albert Hall event). There is a strong demand for this service and one of the reasons for joining the BGA is to take advantage of collective buying power. Of course, it is now possible to order books with a credit card at a reasonable price from various sources in the West, but in the UK only Village Games in London holds a decent stock for inspection before purchase. It is one of the pleasures of going to tournaments to browse Gerry's bookstall before buying the latest offering. Our service works wonderfully well and it is profitable because Gerry runs it for free.

The reason that retailers do not stock go books is that it is still very much a minority activity and the demand does not warrant them holding any stock. Demand from the 600 members of the BGA is immaterial at a national level and would probably be directed at major suppliers (who will exist with or without BGA Books) rather than local bookshops in the absence of our service. The provision of our books and equipment service does not explain why there are not many more go players in the country now. If you try hard you may be able to persuade a few bookshops in larger cities to

stock a limited number of books, but where does this leave the majority of our membership? Similarly, it is going to be difficult to persuade someone to sell books at a tournament. Village Games does come to the London Open, but this is our largest event.

We need shops to stock a beginner's book. I bought the Penguin edition of Kaoru Iwamoto's book "Go for Beginners" at Blackwell's in Oxford in 1982. Unfortunately, Penguin were not interested in a reprint although the book is now published in America by Pantheon Books. If we could get lots of bookshops to carry this book, or something similar, it would be fantastic.

Our policy is that the membership fee should cover the costs of membership, which will mean that the cost of membership will increase next year from its current low level as approved at the AGM. The tournament levy covers the cost of replacing equipment. Profits from BGA Books will be available to spend on publicity and promotional activities, and to accumulate a greater reserve for the BGA. BGA Books will not subsidise normal membership costs.

The mark-up on our discounted supply prices is between 30% and 50% compared to a commercial mark-up of 100% or more. We could charge more, but I'm not convinced we should. An important point is that we cannot retreat to supplying only specialist books as our discounts depend on overall volume.

It is also the case that there is relatively little demand for expert books, so we only carry a small stock. Our main aim is to service our members, not to sell abroad (except for our Journal). A comprehensive stock list is published and Gerry is happy to help members obtain titles

that are not held as stock. We have not been keen on publishing books ourselves in the past because of the pay-back, though ever cheaper DTP means we can now be more flexible. We cooperate with the European Go Centre and also trade and have a friendly relationship with Village Games. Kiseido Japan now supplies us rather than Ishi UK.

Gerry is trying hard to organise a cheap and well-presented set for general sale (Ariel sets have disappeared and no Western games manufacturer is interested in go). We have obtained a reasonable supply of glass stones from Korea but the board is proving more problematic. Andy Finch is moving back to Korea shortly and may be able to help. If anyone knows who could help us in China please get in touch, though we would need an easy payment method (credit card, not a letter of credit!). Our policy is to promote a set of reasonable quality for general use, and to supply schools with very cheap boards and stones. At exhibitions we do offer very cheap starter kits to generate interest.

Regarding membership, major publicity in national TV or press (e.g. the Open Door programme, the London Go Centre, Canterbury European Go Congress, the Meijin game in London, Tomorrow's World) is necessary to effect a quantum leap in interest in go. Membership rose from 682 in 1974 to 1048 in 1975 because of the Open Door programme. Otherwise we must concentrate on providing good services and generating continuous low-level publicity. We must also encourage all go players to spread the game by teaching beginners, especially children, and to take advantage of the new teaching aids provided by the European Go Federation (booklets and problem cards).

Go Proverbs

by Francis Roads

Part 3

Once more I have to begin with an apology. The last article was written in a hurry and contained errors. Fortunately they did not affect the substance, and would only have been apparent to strong players. Since these articles are not meant for strong players, I am none too bothered.

I hope that you have noticed by now that, in spite of what I wrote in the first article about the impossibility of presenting the proverbs in a systematic top-down manner, I have nonetheless grouped them around themes. First came shape; the second batch were about life and death; and last issue's concerned influence and whole board strategy. Now I confront the knotty matter of aji keshi.

Proverb 31

Don't play aji keshi.

In diagram 1, moves 1-7 are a normal joseki for invading under Black's star-point stone. Moves 8 and 9 look natural enough, but in fact 8 is bad aji keshi, because it loses the possibility of a Black play at 9 at some future time.

Diagram 2 shows how the joseki normally continues. After 12 White must close the gap at 13 or Black can kill the group beginning at A. Move 8 in diagram 1 actually strengthens White while doing almost nothing to improve Black's position.

If you still can't see why 8 in diagram 1 is so bad, don't worry, there are more examples of aji keshi coming up. Meanwhile, here are a few rules to establish whether a given move is aji keshi or not.

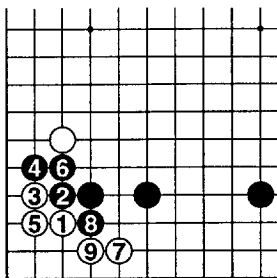


Diagram 1

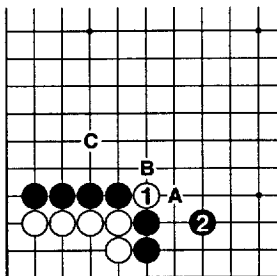


Diagram 3

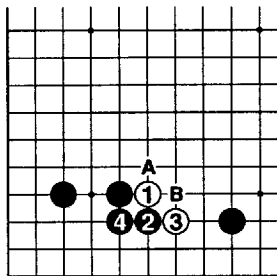


Diagram 5

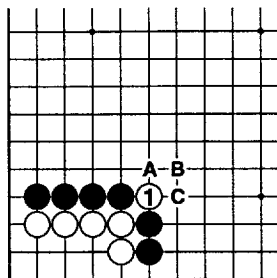


Diagram 7

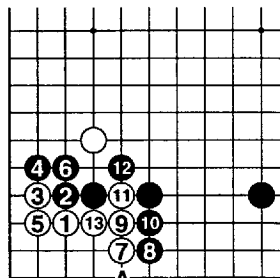


Diagram 2

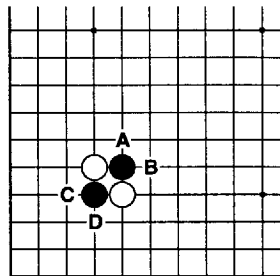


Diagram 4

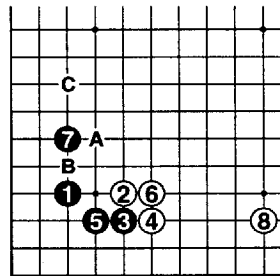


Diagram 6

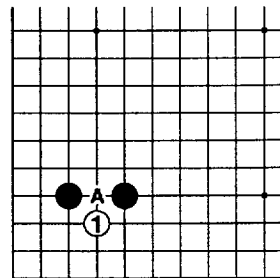


Diagram 8

• Is the move one of two or more mutually exclusive options?

• Can the move wait until later?

• Does it help your position, but help the opponent even more?

• Does it waste a ko threat?

The more yeses, the more likely that you are looking at aji keshi.

Proverb 32

Beginners play atari.

This is a Western go proverb. In diagram 3, White has just cut at 1. The best move for Black is just to defend the weaker half of the group at 2.

However, weaker players often like to play an atari at A first, provoking a reply at B, and can't see why it's bad. They still have to come back and play at 2 to make shape, but now White can attack at C.

This atari is a typical example of aji keshi. At this stage, it isn't clear whether the atari at A or the one at B will be more use. So the two ataris are mutually exclusive options, and aji keshi.

I have come to the conclusion that there is a psychological reason why beginners love to play atari. An atari like this threatens to make a ponnuki ("worth thirty points" — Proverb 23) if ignored, so it will almost always get an answer. Weaker players, who spend much of their time being pushed around the go board, like to feel that just for one glorious move it is they that are in control of the game. It's fool's gold, of course; it's being in control over the game as a whole that counts.

Proverb 33

Extend a stone from a cross cut.

Diagram 4 shows the notorious cross-cut or kiri-chigae. Because it can be a source of complexities, White will often try to

engineer this formation in handicap games. Richard Hunter dealt with cross-cuts in detail in some recent BGJ's — you can find out which ones by referring to your copy of Jochen Fassbender's excellent index to the first hundred BGJ's.

So this is not the place for a detailed explanation. The proverb says that if Black is to play next, one of the points A, B, C, or D is likely to be the best play. In many positions it will be aji keshi to play one of those tempting-looking ataris.

Proverb 34

Learn the staircase tesuji.

I am grateful to Charles Matthews of Cambridge Go Club for sending me this one, which is one of his inventions.

In Diagram 5, I am sure that by now you would be deeply suspicious of answering White's invasion at 1 and 3 with either of the ataris at A or B. There are cases in which these could be good, but the proverb points out that in many positions the solid connection at 4, the 'staircase tesuji', is the best move. In this particular case it makes the corner territory secure, and leaves White with the problem of how to make good shape for his stones, with nothing of Black's able to be effectively attacked.

Proverb 35

Beware of going back to patch up your plays.

This is another proverb whose meaning is not immediately obvious. What it does not mean is that if you have a position that needs patching up — connection needs making, eyes need forming, territory needs one more move — that you should not bother to make the said moves. Rather, it means trying to play so that you don't

find the need to make such moves. Often it means conceding a little ground now so as to deny the opponent a sente move in the distant future.

Diagram 6 shows a well-known joseki. Have you ever wondered why Black makes such a tight move at 7, instead of perhaps playing at A to influence just a little more of the board?

The reason is that there is a slight weakness at B. Of course White won't play there immediately; that would be gross aji keshi. But if White manages to get a stone around C later in the game, the threat becomes a real one, and Black will have to make an extra move patching up. The proverb says that it is better to avoid such situations in advance.

Proverb 36

Don't play next to a cutting point

Diagram 7 harks back to diagram 3. If White plays at A, B or C instead of cutting at 1, Black will gratefully connect at 1 himself, and a chance to split Black into two attackable groups will have been lost.

Of course, threatening to cut instead of actually cutting may have some purpose as a ladder breaker, ko threat, or otherwise making shape in the centre. Nonetheless, allowing Black to connect is a huge advantage for Black. Unless White's advantage is correspondingly huge, he is guilty of aji keshi on grounds of helping his opponent more than he has helped himself.

Proverb 37

Even a fool always connects against the opponent's threat to cut.

This has effectively the same meaning as the preceding

proverb. In diagram 8, when White invades the Black corner enclosure or shimari at 1, threatening to push through at A, Black is going to need a very good reason indeed not to defend the cutting point.

By the way, I have used the expression 'threat to cut' for clarity, but in the literature the briefer expression 'peep' is often used to mean the same thing. It is of course a translation of a Japanese term.

Proverb 38

Only a fool always connects against the opponent's threat to cut.

"Oh no! Surely Roads hasn't made yet another mistake in his proverbs articles!" No, this really is a go proverb. And yes, it directly contradicts the preceding one.

It warns against playing peeps (I will use the expression now) without giving much thought to how the opponent may respond. In the previous diagram, Black might, after careful consideration, ignore the move altogether, rather more likely is that he might, instead of playing the obvious move at A, choose B or C in diagram 9.

To come across two directly contradictory proverbs emphasizes how wary you have to be in applying proverbs. No proverb applies to all situations.

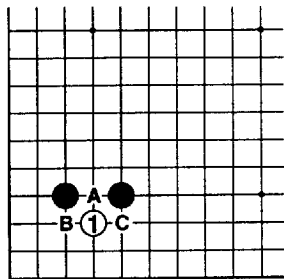


Diagram 9

As I said in the first article, proverbs short circuit your thinking by showing you what questions to ask yourself. But they don't provide the answers.

Do you know the story about the Zen priest and the disputants? Two men are having an argument. Their points of view are diametrically opposed and irreconcilable. They submit their argument to a priest for arbitration.

The priest listens to the first man, and says,

"Yes, everything you say is right."

The second man, somewhat taken aback at this decision before he has had his say, makes his points all the more vehemently.

"Yes," says the priest, "you too are absolutely right."

A bystander says to the priest,

"How can this be? You have told two men with opposing points of view that both of them are right. Surely that is impossible."

"Yes," says the priest, "and

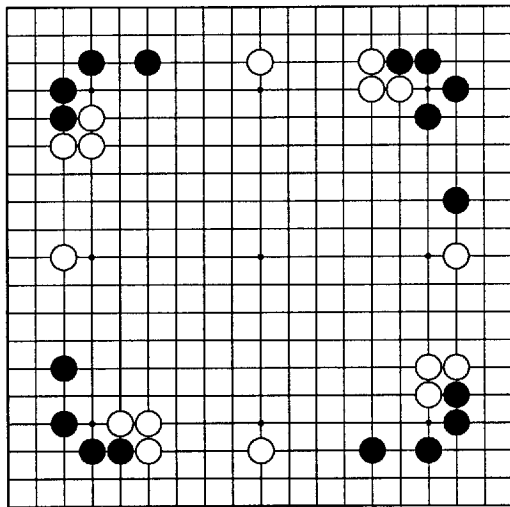


Diagram 10

you, too, are absolutely right."

If you understand that story, you are well on your way to understanding how to use go proverbs in particular, and the difference between Oriental and Western thinking in general.

To emphasise the point, here are two more proverbs which have nothing particularly to do with aji keshi.

Proverb 39

If you have lost four corners, you should resign.

One of the first things beginners learn is to make as much territory as you can in the corner, where two of the four sides are already cut off for you by the edge of the board. Exchanging corner territory for influence is all very well, but if you do it too much you may find it difficult to catch up the territory later in the game.

Diagram 10 is lifted from Kensaku Segoe's *Go Proverbs Illustrated*. White has played the same joseki in all four cor-

ners. Joseki is supposed to represent the best possible moves, so how can White now possibly be behind if he plays joseki all the while?

The joseki that he has chosen gives Black the corner territory in each case. White has some territory too, but his main

strength is in the outward influence or thickness of his stones. However, the thickness has to be used in coordination with the rest of the board; random gobblets of thickness are no match for solid corner territory. White is well behind.

There is an appalling joke

told about this proverb at go parties. Don't ask to hear it. If someone starts to tell it, put your fingers in your ears.

Proverb 40

If you have lost four corners, your opponent should resign.
No comment for this one.

Eight Stone Game

by Charles Matthews

● This game was first published in *Tesuji*, Cambridge Go Club's magazine. It was played in November 1994.

Black: Tim Hunt (then 6 kyu)
White Charles Matthews, 3 dan

7: In the style of Kajiwara, expert on novel joseki, the training of young professionals, uncompromising go, and sarcasm. But up to 15 Black is playing at least as well as White, fighting for influence to counteract White 1, rather than territory. 12 is nice shape.

16: Bad — play A instead, to separate White on a much grander scale.

20: Slack shape. It is still better to play A.

22: Peep at A first and go back to 22 when White answers at C. That way White becomes heavy and more of a target.

32: Judging by the final shape Black is being given the handicap game runaround here; stone 23 is not properly captured, and 32 is not attractive shape. On the other hand the bamboo joint formation of 26 etc. is good and thick.

37: White is zooming around the board, looking for something to do in the middle.

38: Very unorthodox. It does enough work reinforcing the

weaknesses of the Black two-point jumps here not to qualify as a really bad play, but separating White with D looks the normal thing to do.

42: Black fails to play at 43, which he was supposed to do (then White E, Black captures at F, White G with sudden hopes for the top side). Damn! Peeping like this is not ordinarily good style, though.

45, 47: White goes for some territory, and relies on erasing the middle later. With hindsight, this might be where White loses the game.

49: There is an alternative at H, but if Black goes for the corner the relationship with 27 would be strange (a stone like 27 is better for limiting the other side's territory than constructing one's own).

54: Black should play at A immediately, and not wait to be pushed back with 61.

61: White grabs a chance to pick up ten points or so. Still White's central group is not too clever, and Black knows it. White pretends it is the endgame and puts together enough territory to win, at whatever cost in

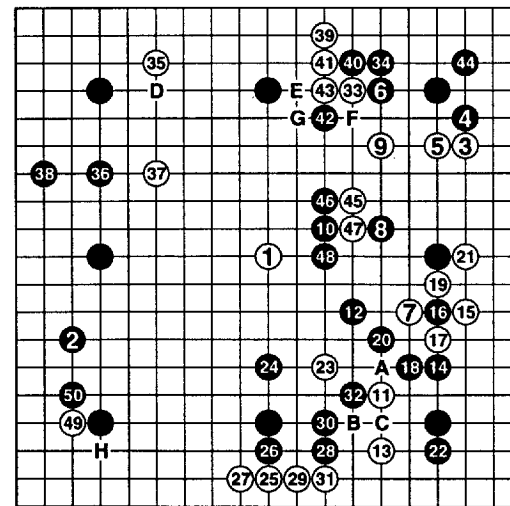


Figure 1 (1—50)

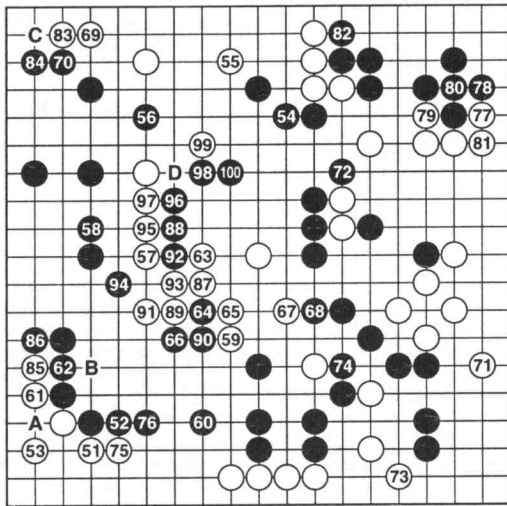


Figure 2 (51—100)

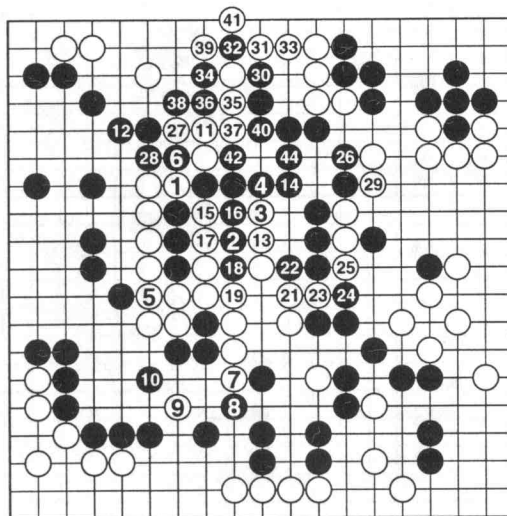


Figure 3 (101—144)

thickness. (I have to admit that Tim had never seriously gone after one of my groups before, and I wanted to see what happened.)

62: At *B* is the good shape move, which can be considered here because the situation in the middle is so important.

84: No reason not to play at *C*. The game is now quite close in terms of secure territory.

88: White gets thumped.

95: The difficult way to play, but pushing on the other side might be more sensible.

100: Good. Even if White gets in the play at *D*, he will be cut somewhere.

114: Black did not spot 115, and the game is prolonged.

144: It's all over. White gives up.

The way Black lived at the end was not the simplest, but worked fine. White cashed in all his aji chips but found no chance to survive; blame various earlier plays which strengthened Black.

Moral: White cannot freely give Black thickness. Black can kill insolent White groups.

Cash for your old magazines!

I will play at least £1 for British Go Journals 54, 66, 67, 70; a serious £7 for each of Go World 8 and 12; and will offer for old Go reviews. I have British Go Journals from 1972 to 1975 to swap with fellow collectors.

Charles Matthews,
60 Glisson Road,
Cambridge CB1 2HF.

Tel: 01223-350096.

Abano Terme

by Francis Roads

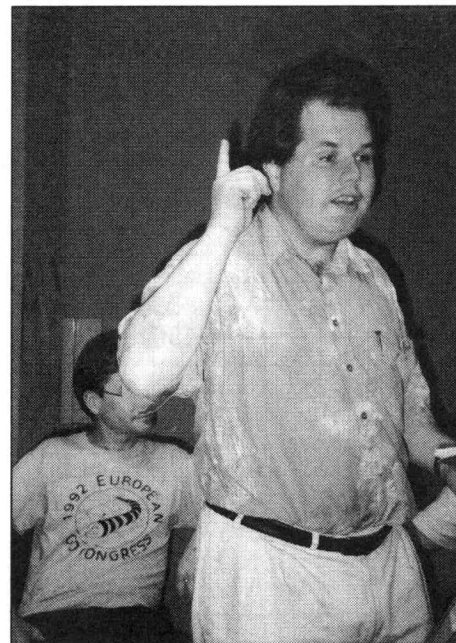
'The Lord hath no pleasure in the strength of an horse: neither delighteth he in any man's legs.' (Psalm 147, verse 10.)

The clergy in Italy interpret this statement rather literally, and discourage you from entering their churches in shorts. That wasn't the only thing which discouraged me from entering St. Mark's, Venice; there was a queue of people waiting to go in under the hot mid-day sun. So my musical pilgrimage to the workplace of Giovanni Gabrieli will have to wait for another trip.

Venice is beyond my powers to describe adequately, which is probably just as well as this is a go journal. My abiding memory



Song Party: T. Mark Hall pouring wine from a 5 litre bottle



Song Party: Niek van Diepen

is of a very quiet and peaceful place, despite the crowds. Perhaps the omnipresent water has a calming effect.

Other places which I was able to visit from Abano included Padua, the local hills (the "Colli Euganei"), nearby Montegrotto with its Butterfly Arc (sic), and a concert, beautifully set in the cloisters of a local monastery. More adventurous souls visited Verona, with its vast opera arena, and some of those who were prepared to miss the middle weekend tournament, which is separate from the main events, ventured forth as far as Florence and Rome.

"That's all very well," I hear you say, "but didn't you go there to play go?" Well yes, of course, but it's funny how what sticks in your mind about European Go Congresses are the bits around the edge, rather than the games themselves. The trips; the evenings in local restaurants; the après-go; meeting old friends; even all the side events, are what distinguishes one congress from another in the memory.

The organisation this year was rather good, and all the more so since the Italians are fairly new to this sort of thing. The rounds mostly started on time, and from the point of view of most of the nearly 500 players who attended, it was all very enjoyable. As always when you have so many human beings in one place, there were a few who created trouble, but it was mostly behind the scenes, and didn't affect matters for the majority.

Kyu Games Commented

by T. Mark Hall

This game was played at the British Go Congress in April 1995. The commentary was originally written for Paul Barnard. Remarks by Paul are in italics.

Black: P. Achard, *Idan*
White: P. Barnard, *1k*

8: White 8 is perhaps a bit too early. I would perhaps prefer to get the shimari in at 1 in Diagram 1. This tends to make the invasion by Black on the right side more difficult making this a bit of a 'dead area'. In pro terms this usually means that it is the last big point to be played since the invading stone cannot make valuable extensions as White 1 is on the third line. You still have the chance to invade at A or approach the corner from either side.

10: A bit too tight. I would prefer 1 in Diagram 2. This way you reduce lightly while building a framework out in the centre.

12: Heavy! (Emphasis on the first syllable.) Again you should try 1 in Diagram 3.

14: *I felt I had to cut the black stone off from its friends; to have let it connect would have been to have given 20 points away and left my central star point stone weak and still not have a settled group.*

But all you are doing is making your groups heavier and subject to more of an attack. Still 1 in Diagram 3.

30: Better below 26.

34: *I hated grovelling like this but the alternative was to give up the group at the top plus any hope of attacking the Black group. I felt that if I gave up the White group I could give up the game as well.*

48: What about 1 in Diagram 4? It's tesuji time! See also Diagrams 5, 6 and 7.

55: A very minor point but 99 is

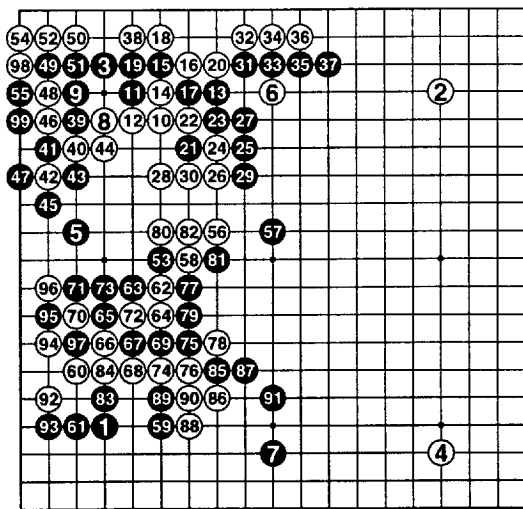


Figure 1 (1—100)
100 at 70

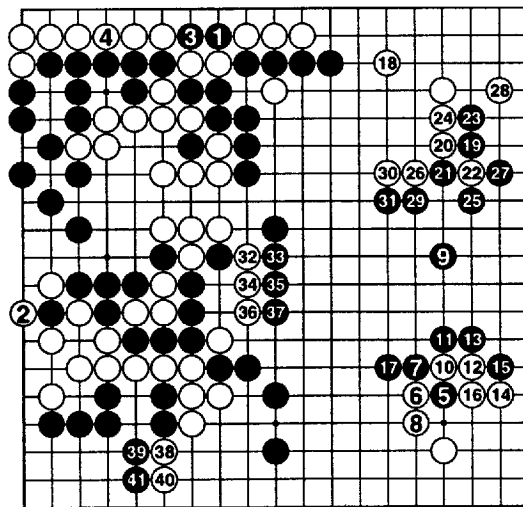


Figure 2 (101—141)

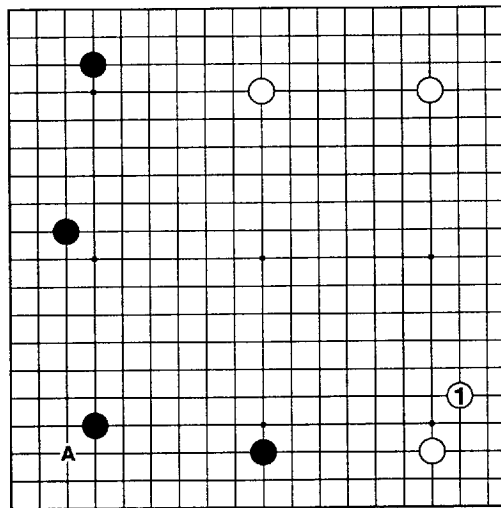


Diagram 1

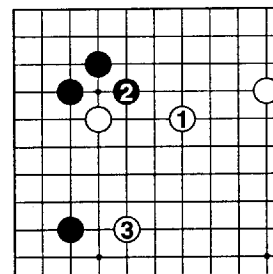


Diagram 2

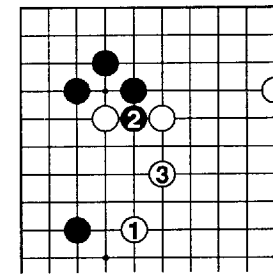


Diagram 3

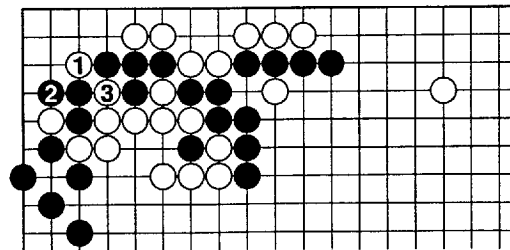


Diagram 4

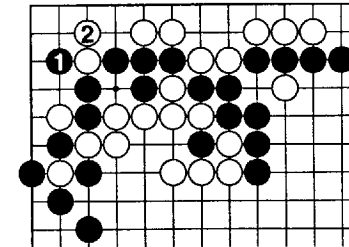


Diagram 5

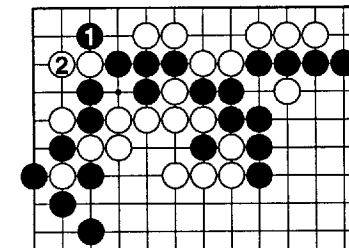


Diagram 6

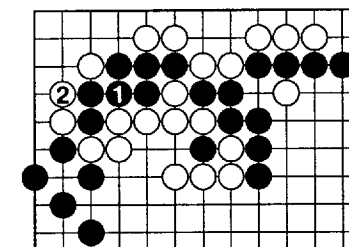


Diagram 7

better for Black. If he is ever forced to give up the eight stones for something bigger Black 55 will also be lost. A move at 99 does the job just as well and is better style.

62: This is just awful; you have got to play more lightly as in Diagram 8.

80: How many groups do you have under attack now?

91: A good shape move.

99: I can see the point for Black since it's a hanami ko but he could still probably win fairly easily by connecting the ko and playing as in Diagram 9.

106: Probably the wrong direction; you can't gain much by making influence on the outside. Move 1 in Diagram 10 may be better. You make the

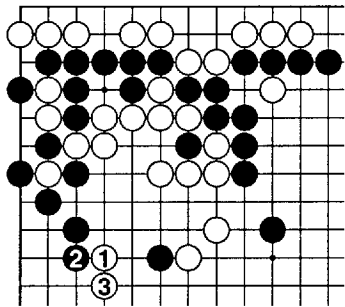


Diagram 8

secure corner and you have a couple of entry points to reduce Black's centre.

109: Either too loose or too tight. Move 119 or 111 in Figure 2 would be better.

118: Wrong direction. OK it threatens to pull the three stones out but 1 in Diagram 11 is bigger. There, a Black extension to 2 is rather small but Black's move at 119 in the game is enormous.

126: Always (or almost) sacrifice an additional stone as at 1 in Diagram 12.

128: This is no longer a forcing move, just defensive.

141: White eventually resigned.

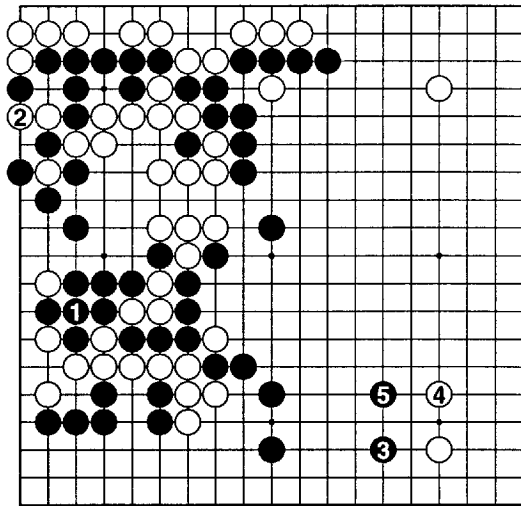


Diagram 9

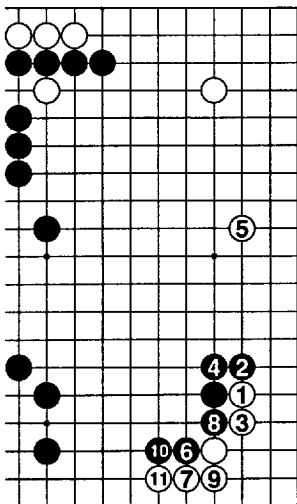


Diagram 10

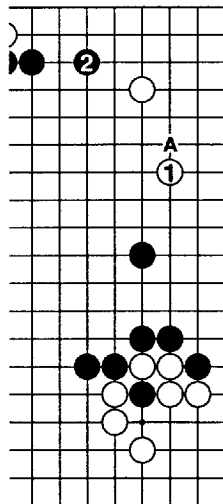


Diagram 11

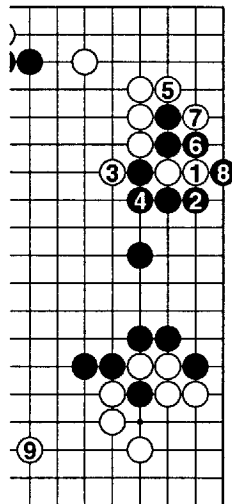


Diagram 12

Letters from Japan: 1

by Graham Telfer

Well, we arrived safely in Kagoshima. At the moment it is raining. It rains every day, and over everything broods the volcano: Sakarajima.

There are about fifteen go clubs in the city, but next door to a Satumadiori house where we ate raw fish and pork in a soya bean paste was a sign on a telegraph pole. Investigating led to a fourth floor apartment with an old man on guard. Without my wife I doubt we would have got in. On the shelves of the hall were go bans. He asked us to sit down while he made a quick phone call. Yuko smiled and told me he was phoning his brother, and that he was embarrassed.

When he returned he asked my rank and I said I was about 1 kyu. He told me to put five stones down. He beat me, but in a flat in central Kagoshima I had just been beaten by the strongest player I had ever played. His brother turned up and beat me off four stones. Never mind, he kept saying "oki", which means large, and muttering to himself. I was as happy as I could be.

After the games they said that the club got together every Saturday and that I should come along.

Of course it was raining on Saturday but that didn't matter. Just after one o'clock I arrived for an afternoon's go.

There were half a dozen old men playing. One 6 dan, two 5 dans, two 4 dans and one 2 dan. By six o'clock I had won three games.

This amazing day ended when the old man I had embarrassed two days before said I needed a set. He took out a

board and then looked around for a set of stones. He gave me two wooden bowls. Inside one was a set of slate stones and in the other a set of white shell stones.

Almost as an afterthought he gave me two books and told me to study them. It was not a request. I'd become good if I studied hard, he said. The best praise I could have asked for.

Gough, Gew or Geau?

by Francis Roads

Readers who are devotees of 16th century harpsichord music will no doubt be familiar with William Byrd's famous set of variations of the traditional tune, *Goe, from my window, goe* (Byrd's spelling). In a Book of Common Prayer in my possession, which was printed as recently as 1852, appears the spelling 'wo'. It appears that the English language has been able to accommodate the alternative spellings go/goe and wo/woe.

There does not seem to be any particular logic in the way our language allocates an extra *e* to the spelling of monosyllabic words using the vowel *o*. Doe, foe, hoc, roe and toe have the *e*, while bo, lo, no, and so do not. And, as the title suggests, we have many other ways of rendering this vowel sound in our highly unsystematic orthography.

All of which leads me to wonder why there is not yet much support for the idea of spelling the name of our game with an *e*. The suggestion that we should do so has come from Mr Ing, the very generous Chinese sponsor of much European goe. Yes, it looks strange at first, I know. But I can see

great advantages in introducing Mr Ing's idea.

If you have had any dealings with the press in your efforts to publicise goe, you must have come across the 'It's all go at the Go club' syndrome. Surely we can do without that. I should perhaps explain, for the benefit of the BGJ's many overseas readers, that puns on the name of our game appear to native English speaking readers as very puerile, and fit only for children and (British) journalists.

I have often wondered whether we wouldn't have done better to adopt the Chinese name Wei Chi, or the Korean name Baduk, at least as far as the English speaking world is concerned. Speakers of other languages, in which the word 'go' has no meaning other than the name of our game, perhaps do not realise what a nuisance the name is for English speaking players. 'Go' is one of the commonest words in English, and we give it many meanings beyond the simple one of moving from one place to another.

Another choice might have been that adopted by the author of an early 20th century book on the game, namely, 'goh'. This has the advantage of encouraging the speaker to approximate more closely to the pronunciation of the Japanese. Unlike the Japanese, the standard English vowel sound *o* is not a pure vowel, but a diphthong. It consists of a schwa, that is, the sound we usually use for the indefinite article 'a', followed by the *u* sound in 'put'. But how hard we want to try to sound Japanese when trying to popularise our game, I'm none too sure.

And the whimsically minded might wish to adopt one of the spellings in the title. But I've come to the conclusion that I'm in favour of Mr Ing's idea, and I'm going to try it for a bit.

Tough at the Bottom

by Paul Smith

For players in the European Congress at Abano Terme in Italy, it was certainly tough at the top. Guo Juan 7-dan from the Netherlands rattled off ten straight wins to leave the opposition trailing far behind.

However, it was also tough at the bottom. If you were entered as a double figure kyu, then the chances were that you would have to play a lot of Romanians - all young, very keen, and improving rapidly. Andrea Smith was drawn against Romanian youngsters in eight out of the ten rounds. This game is from round 9.

*Black: Andrea Smith,
17 kyu (UK)
White: Cristian Lia,
19 kyu (Romania)
Komi: 8 points*

7,8 & 11: The moves up to 6 are fine, but these three moves all look odd. They are played right next to a friendly stone, even though there is no close fighting going on. This makes an inefficient shape. After move 11, Black has played five stones along the top side, but the framework she has created is full of big holes.

13 & 17: It is a good habit to think whether you can ignore your opponent's last move and play somewhere else that looks important. That is why Andrea played these moves, which stop White from building a framework in the lower right part of the board. However, it looks like an odd time to be playing away from the action at the top left, because there are several small groups there which may become weak. It will make a big

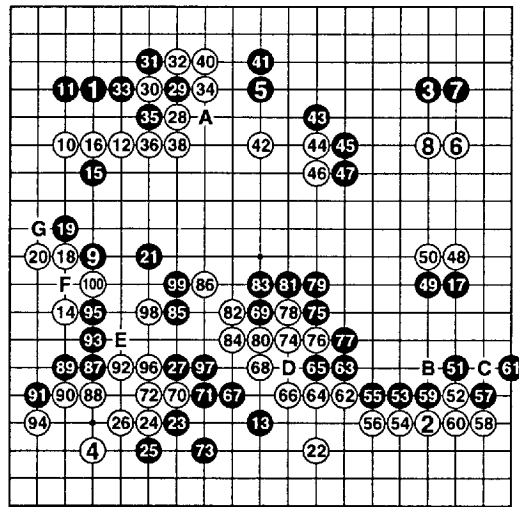


Figure 1 (1—100)
37 at 29, 39 at 30

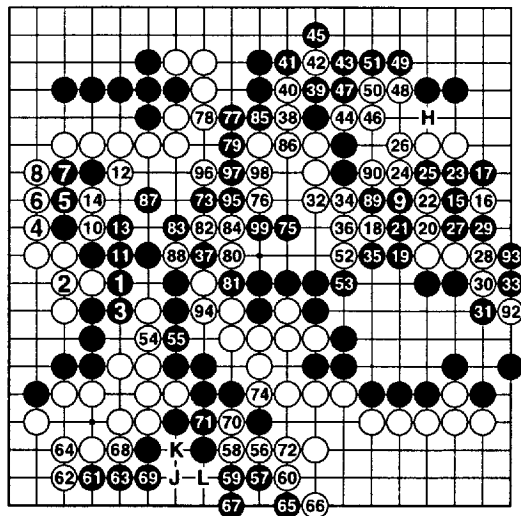


Figure 2 (101—200)
191 at 137, 200 at 188

difference to the game whether the white stones 10 and 12 are weak and come under attack, or whether they become strong and the black corner stones 1 and 11 get into trouble. If Black played move 13 at 30, it would strengthen the corner at the expense of the white stones nearby.

18 & 24: If there is a weak group which you want to take advantage of, it is rarely right to try to attack by playing right next to it. This is what White tries to do here, but when Black jumps out to the centre with 21 and 27, her stones don't appear to be under severe attack.

28-40: Black gets a bad result with this sequence, as White forms a good thick wall on the outside while the Black corner group is shut in and may come under attack later. Black cannot cut White at A because of a ladder. The move 41 suffers from the same drawback as 7,8 & 11; it is too close to 5, and there is still a big gap between this and the top right corner. Black could have played differently in this series of moves, but it was always likely that White would do well here; the inefficient shape of 1&11, the big gap between 1 and 5, the way that Black strengthened White by peeping at 15 and encouraging him to connect, and the fact that Black played away at 13 and 17 - all these factors were in White's favour.

42-46: When White plays these moves, his own stones 6&8 are weakened; however, Black is also left with a weakness at the point above 45 where White may be able to cut later.

51-65: White gets some solid territory while Black tries to stabilise her group. At the same time, the white group at the top right is becoming weaker. Black's group is left in not particularly good shape; there is an annoying weakness at B where White may be able to cut later.

It would be better if Black had played move 61 at C; this would help to defend against the cut. It is rarely right to connect like 61 by playing on the edge of the board instead of connecting solidly.

67,73: This black group has quite a resilient shape after these moves.

74: After White has played this move, he gets worried that Black can cut it off by playing at D, so he goes back and connects at 80. The result is that the White pieces are contorted into an inefficient shape, and Black's group on the right side is much stronger after 81.

84: After this move, White could cut Black by playing at 97; so Black had better be careful that she is sure both halves of this group could live if they were separated.

87: It's a nice idea for Black to try to strengthen her stones by attacking the three white stones around F. Unfortunately, it appears not to work as White can cut off and kill this stone by playing at E. However, neither player saw this so Black's move was a big success.

88-104: During this sequence Black's stones get nicely connected together while the three White stones around F also survive. After move 95, these three stones are certainly cut off at the bottom, so there is the issue of whether or not they will connect up the side to 10. If Black doesn't mind being cut at 97, she could play move 97 at G to cut off and kill these stones. Moves 91 and 94 don't affect whether the white stones can connect out, so they are not so important; it was very good for Black to ignore move 94.

105-115: Up to now it has not been easy to predict who will win the game, but this is a real turning point. The capture of the four Black stones on the

left is not so important, but both players invest some moves in this area. However, Black twice plays away at 109 and 115 to attack the white group on the right. This is much more important. While White is fussing away capturing a few stones on the left, this group has got into a mess and he is in real trouble.

116-131: At least half of White's group is securely captured and the other half is in trouble too. Black could have captured more cleanly by playing 127 at 128.

132-137: At this point the big issue is whether White's stones near H will also be captured, or whether White will be able to cut at 144 and cause trouble for Black. If Black defended the cutting point, say by playing at 146, then the four White stones should be securely captured and Black would be well ahead.

138-151: White is the first to play in this key area, and rescues the four stones while Black defends the top. After this Black's lead is only around ten points, so White should have a good chance to catch up. At 151 Black could play a bigger move elsewhere.

157: This is an excellent move by Black in terms of territory on the bottom edge. However, 161 is pushing her luck as this move can be cut off if White plays at 163. Also, Black leaves a weakness at J. White could play there threatening to cut Black at either K or L. She wouldn't be able to protect both at once. 165 and 167 don't help - it would be better to defend at J. Black can be grateful that White plays 168 and encourages her to defend. White has let himself get pushed around here, and the margin has widened to nearer fifteen points.

179: After this move the white group in the top right is cut off, so White needs to be careful that he can make two eyes.

192: This is not a good ko threat. Even if White captures one black piece, he cannot rescue his stones, so Black does not need to reply.

201 & 203: This should not work. White could play move 204 at 207 capturing these two stones.

212: White should count and realise that he is well behind, so he needs to try to do something more drastic to the black corner group. After Black gets to play two biggish moves in a row at 217 and 221, she is about twenty points ahead.

254: This move is self-atari, which neither player noticed.

White has a go at trying to kill the top left corner, but then resigns after 273. Assuming that White rescued his stones at the top right from atari, he would still be more than twenty points behind after komi.

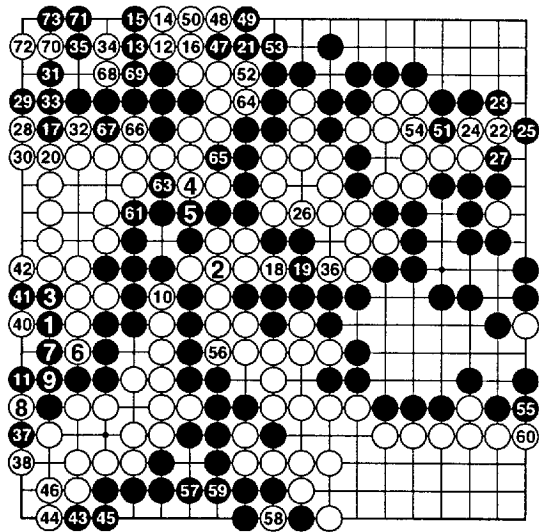


Figure 3 (201—273)
239 at 208, 262 at 165

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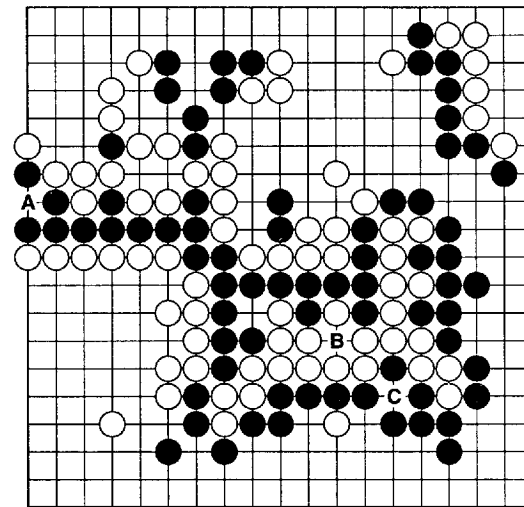
Barmouth Triple Ko

Report by Matthew Macfadyen

Black John Herman
White France Ellul
Barmouth, 1 July 1996

As round four of the Barmouth tournament dribbled to a close, with most of the players having wandered off for lunch, two games continued into overtime. David Ward and Paul Margetts were just playing slowly, but it became apparent to the hardy kibitzers still watching that there was a large and interesting capturing race developing in the game between France Ellul and John Herman. Both players were muttering, agonising, scratching their heads and trying to work out what was going on. But they eventually both succeeded in forming a correct diagnosis. Here is the position. Have a go at understanding how it works before looking at the next paragraph. White to play; Black has just captured the ko at A.

In the position shown, it is White's turn. If White does nothing, Black will fill the ko at



C and win the capturing race by double ko, so White had better capture at C. Black then needs to take the ko at B, otherwise White can take the ko at A in sente and connect it, winning by double ko. Similarly White then needs to capture at A to prevent Black from capturing at C in sente...

Next Black has nothing better than to take the ko at C (and if he doesn't, White can con-

nect ko A and win). This is atari, so White had better capture the B ko, which is atari so Black had better take the A ko.

Which brings us back to the start, so the position is a triple ko in which neither side has time to do anything but keep capturing.

Have there been any other triple kos in the history of British Tournaments?

Standard Conditions of Play

by Alex Rix

With the advent of computers and team entrants to go tournaments, it is appropriate to recommend standard conditions of play for BGA tournaments. The BGA suggests that tournament games should normally be between two players, both of them human. Furthermore, the draw should be a McMahon system whereby players of equal strength are drawn against each other wherever possible in the first round, and winners are promoted one grade for each win whilst losers remain at the rating they had at the start of the game.

Further details of how to operate the McMahon draw are explained in the *Tournament Organiser's Handbook*.

Of course, the organisers of any tournament can allow computers and teams (playing as one player) to enter and use whatever draw and format they want, but it is recommended that variations should be made clear in the entry form so that participants are aware of the nature of the event before they arrive.

* Indicates new information

Bath: Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. Tel: 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

Belfast: Contact member needed.

Birmingham: Kevin Roger, Flat 5, Nelson Court, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. Tel: 0121-4494181. Meets various places.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 01617613465. Meets Mon 7.30pm.

Bournemouth: Marcus Bennett, 24 Cowper Rd, Moor-down, Bournemouth BH9 2UJ. Tel: 01202-512655. Meets Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. Tel: 01344-472741.

* **Bradford:** Steve Wright, 16 Daisy Hill Grove, Bradford BD9 6DR. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

Brakenhale School: France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. Tel: 01494-452047 (home).

Brighton: Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

Bristol: Antonio Moreno, 96 Beaulay Rd, Southville BS3 1QJ. Tel: 0117-9637155. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University & City: Charles Matthews, 60 Glisson Rd,

Cambridge CB1 2HF. Tel: 01223-350096. Meets in Erasmus Room, Queens' College, Tues 7.30pm (term), and coffee lounge (cafeteria level), Univ Centre, Mill Ln, Thurs 8pm, the year round.

Cheltenham: David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. Tel: 01242-576524 (home). Meets various places Thurs 7.30pm.

Chester: Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. Tel: 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Culcheth High School: Bob Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH. Tel: 01925-753138.

Devon: Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. Tel: 01364 661470. Meets Thurs 8pm.

* **Durham University:** Chris Cooper, Dept of Computer Science, Science Site, South Rd, Durham.

Edinburgh: Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. Tel: 031-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm, Sun 1.30 to 5.30pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. Tel: 01737-362354. Meets various times.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ.

Harwell: Charles Clement, 15 Witan Way, Wantage OX12 9EU. Tel: 01235-772262 (h). Meets at AERE Social Club, some lunchtimes.

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR. Tel: 0161-456-4888 (w).

Hereford School: Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 0198 986 625.

High Wycombe: Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. Tel: 01494-866107.

HP (Bristol): Andy Seabome, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. Tel: 0117-9507390. Meets Wed. lunch times.

Huddersfield: Derek Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, Tues, 7pm.

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. Tel: 01482-341179.

Hursley: Mike Cobbett, 24 Hazel Close, Hiltlingbury, Chandlers Ford, Hants SO53 5RF. Tel: 01703-266710 (h), 01962-816770 (w). Meets various places, Wed.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. Tel: 01624-612294. Meets Thurs 8pm at "Banbury", Farmhill Gardens, Braddan.

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. Tel: 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

* **Leamington:** Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. Tel: 01926-337919. Meets Thurs 7.30pm.

Leicester: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, LE13 0UZ. Tel: 01664-69023. Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

LONDON

Black Horse: Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. Tel 01252-716925 (h), 0171-232-3554 (w). Meets at the Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 5.30-8.30pm.

Central London: Stuart Barthropp, 3 Wintergreen Lodge, 11 Langley Lane, London, SW8 1TL. Tel: 0171-8200378 (h), -2154143 (w). Meets Fri eve, Nippon Club, Samuel House, 6 St Albans St, SW1 (smart dress). Rosemary Branch Pub, Southgate R/Baring St, N1, Sunday pm.

North London: David Morris, 1 Christchurch Hill, NW3 1JY. Tel: 0171-794-2044. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7pm.

North West London: Keith Rappley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. Tel: 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, London E4 9PQ. Tel: 0181-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

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Manchester: Terry Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ.

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Saltcoats: Derek Tomelty, 43 Barrie Tce, Ardrossan, KA22 8AZ. Tel: 01294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. Tel: 01630-685292.

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Swindon: David King, 21 Windsor Rd, Swindon. Tel: 01793-5216125. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. Tel: 01984-623519. Meets Tues, Ilminster.

* **Teesside:** Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. Tel: 01642-823729. Email g.quinn@tees.ac.uk. Meets various places, Wed.

West Cornwall: Paul Hunt, c/o The Acorn, Parade St, Penzance. Tel: Ralph Freeman, 01736798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm.

West Wales: Jo Hampton, 5 Handliith Tce, Barmouth, LL42 1RD. Tel: 01341281425. Meets regularly.

* **West Surrey:** Pauline Bailey, 27, Dagley Farm, Shalford, Guildford GU4 8DE. Tel: 01483-561027. Meets in Guildford on Mondays 7.30-10pm.

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Counting Liberties

Part 3

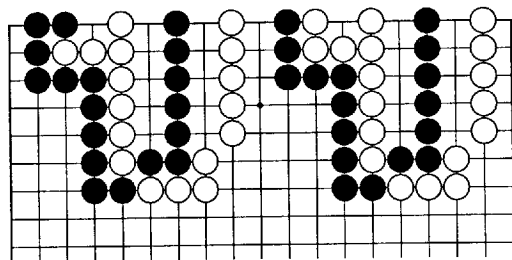
by Richard Hunter
(email: hunter@gol.com)

From now on, we'll consider fights that involve eyes. In this part, we look at fights where one side has an eye and the other side doesn't. The reference diagram shows two rather similar-looking fights. The one on the left is the type we looked at in the last part: no eyes and two or more inside liberties. The fight on the right might seem almost identical; indeed White seems to have the same number of liberties, and so does Black, but the situation is actually quite different. The White group on the right has an eye; that is, a point that is completely surrounded. It's a whole new type of fight, which has different characteristics. Let's investigate.

Type 3 fights: One eye versus no eye

In diagram 1, Black cannot play in the eye at 1. This is not just unwise, as in the case of playing inside liberties first, which we studied in the last part, it's actually against the rules of the game. Black 1 is illegal.

Black can only play in the eye last, when capturing the stones leaves him with liberties at the end of his turn. Thus, Black can capture the White stones by first playing on all the other White liberties and finally playing in the eye, as shown in diagram 2. However, to do that, Black must play on all the inside liberties. What if he does nothing? Is he alive in seki if he lets White play first?



Reference Diagram

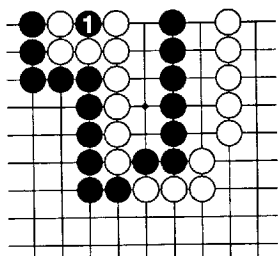


Diagram 1

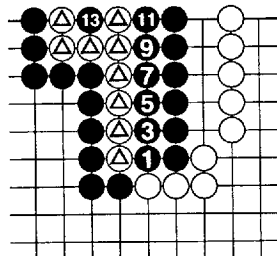


Diagram 2

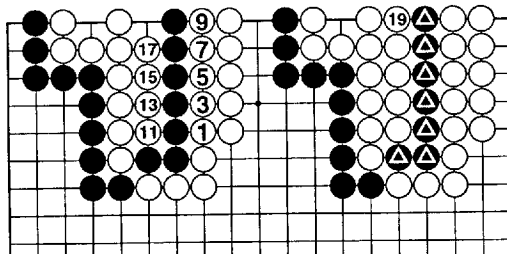


Diagram 3

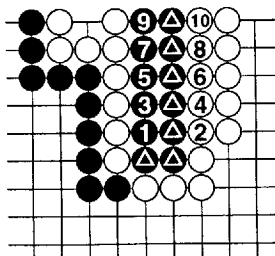


Diagram 4

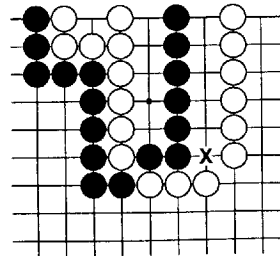


Diagram 5

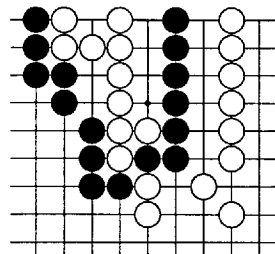


Diagram 6

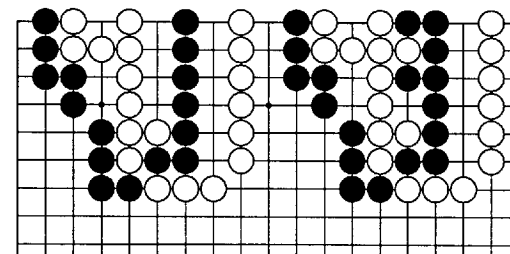


Diagram 7

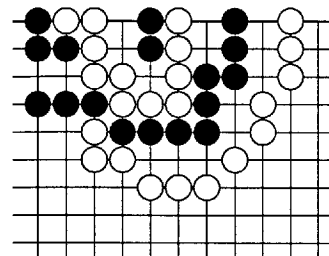


Diagram 8

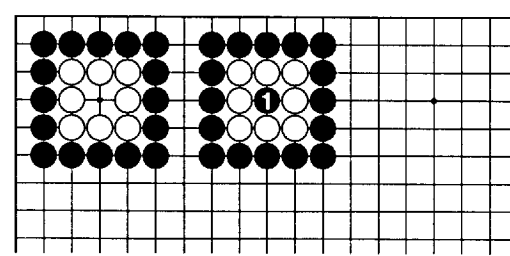


Diagram 9

Diagram 3 shows that White can fill Black's outside liberties and then proceed to fill the inside ones. If Black sits back and does nothing, he dies. In a fight where one side has an eye and the other doesn't (type 3 fight), the position can never become seki. It's a fight to the death and one side must lose. Since Black's only way to try and win is to play on all the inside liberties in order to be able to play in the eye, the inside liberties all count for the side with the eye (White here); they are not liberties for the other side (Black). This is one reason why I dislike the term "mutual liberties" and call them inside liberties. They are not mutual at all. They all belong to one side and none of them belong to the other side. This is a vital fundamental principle that many players are sort of vaguely aware of, but fail to properly understand and utilize.

So Black's only chance is to fill all the inside liberties while White is filling his outside liberties. However, in this position,

as diagram 4 shows, Black loses.

In diagram 5, Black has an extra outside liberty. This time Black can win if he plays first. And if White plays first, he can win by filling an outside black liberty. Therefore, the position is unsettled. Whoever plays first wins. The position cannot become seki.

Diagram 6: Let's count the liberties in this fight. Black has seven outside liberties. That's all he gets. Don't count the inside liberties for the side with no eye. Black does not have eleven liberties. White counts his outside liberties, all the inside liberties, and the liberties in the eye. That's two plus four plus one equals seven. Both sides have the same number of liberties, so the position is unsettled. Whoever plays first wins. The position cannot become seki.

Having an eye when your opponent doesn't have one can be a big advantage. You count all the inside liberties and, as we shall see later, if your eye is big, it's worth a lot of liberties. So the

side with the eye is the favourite to win the fight. However, if there aren't many inside liberties and your eye is small, you don't gain much. In diagram 7, both positions are settled. On the left, Black is dead; on the right, White is dead. Having an eye is certainly an advantage, but it does not mean that you win the fight. Beware of proverbs like "Eyes win semeais". In practice, the side with the eye does often win, but he is not unconditionally alive, like the favourite is in a type 2 fight. It's a fight to the death and he could lose.

So far, this type of fight is pretty simple. But in actual games, many players misread fights of this type. It's tempting to believe that the inside liberties count for your group even when it doesn't have an eye.

In diagram 8, Black has eight (outside) liberties. The side with an eye (White here) counts his outside liberties, all the inside liberties, and the liberties in the eye. That's one plus two plus however many the eye counts

for. How many do you think? The remainder of this part looks at how to count the liberties in an eye.

How many liberties does an eye have?

Diagram 9: An eye surrounding one point on the board (a one-point eye space) has one liberty.

Diagram 10: An eye surrounding two points on the board (a two-point eye space) has two liberties.

Diagram 11. Here, White's eye surrounds three points of territory. In this case, if White plays first, he can make two eyes. Then his group is alive, so there is no way Black can capture it.

Diagram 12: If Black plays first, he must play on the correct point. Playing in the centre of the eye-space reduces it to a single eye.

Diagram 13: If Black plays on any other point, White will play the central point and make two eyes.

Diagram 14: It takes three moves to capture a three-point eye space.

Diagram 15: The shape of an eye has no effect on the number of liberties, except in some special cases as we'll see later. A bent three-point eye space has exactly the same number of liberties as a straight one.

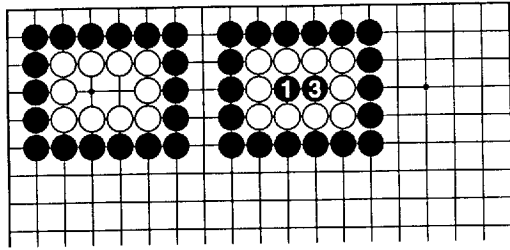


Diagram 10

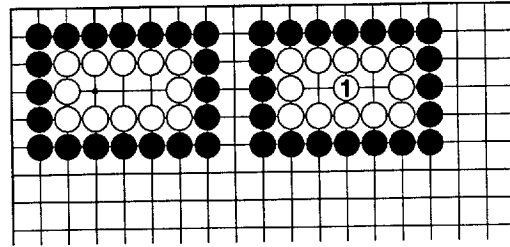


Diagram 11

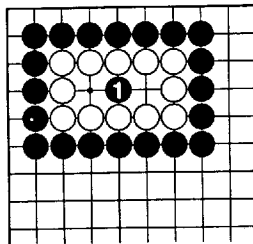


Diagram 12

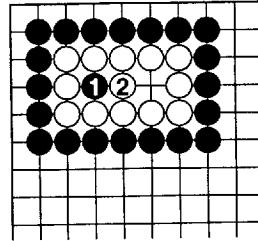


Diagram 13

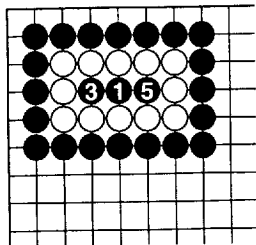


Diagram 14

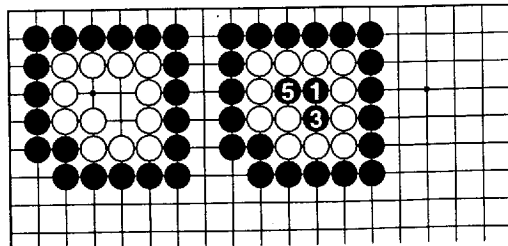


Diagram 15

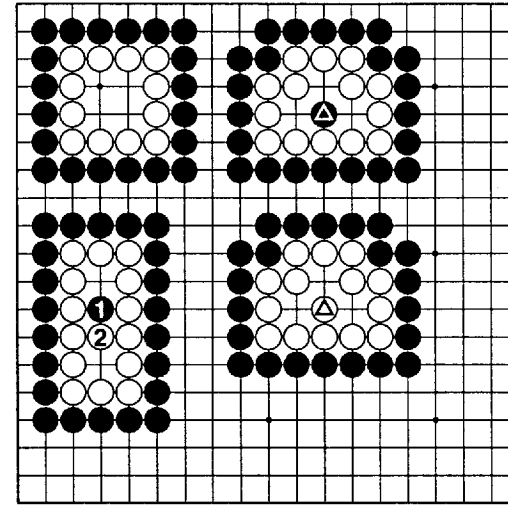


Diagram 16

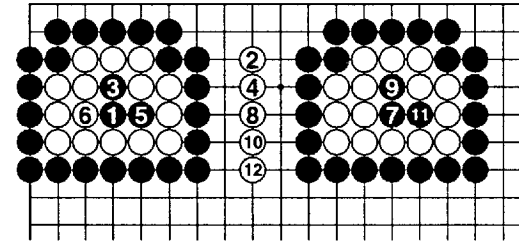


Diagram 18a

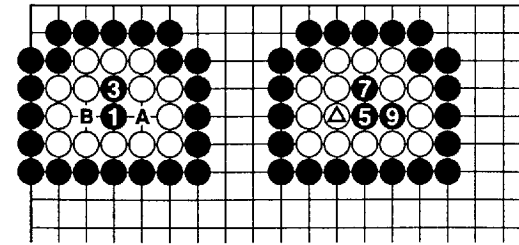


Diagram 18b

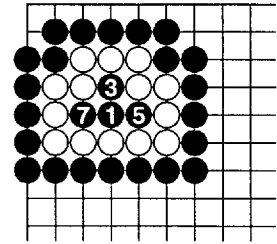


Diagram 17

Diagram 16 shows some examples of four-point eye spaces. When the four points are packed together in a square, White cannot divide the space up into two eyes with a single move. He would have to play two moves in a row to make two eyes. The pyramid shape does have a central point and this is the vital point for both sides. Black must start by playing in the centre of White's eye space, reducing it to a single eye, otherwise White will play there and make two eyes. A straight four-point eye space is alive. Even if Black plays first, White can still make two eyes. Then there is no fight.

Diagram 17 shows that Black could capture a four-point eye in four moves, if White didn't fight back. But that is not the best White can do. He can get more liberties than that.

Diagram 18a: When Black plays 5, putting White in atari, White should capture the three stones with 6. This leaves White with a three-point eye space. Black plays the vital point with 7 and then captures after two more moves, 9 and 11. How many moves did that take? Not six (1, 3, 5, 7, 9, and 11). We only count the moves that White did not answer, i.e., when he could have fought back by playing on Black liberties in a fight. Here White answered 5 with 6. So White was only free to play elsewhere five times (2, 4, 8, 10, and 12). In the positions given

in diagram 18b, we discount the exchange A for B in the sequence B1, W2, B3, W4, B A, W B, B5, W6, B7, W8, B9, W10. Thus, it takes five moves to capture a four-point eye space.

White 6 in diagram 18a, playing inside his own eye when in atari to capture the stones, maximizes White's liberties. However, playing inside too early, i.e., when not in atari, is a serious mistake. In diagram 19, White 2 is effectively worth minus three liberties. It reduces White's eye to a three-point eye space with a stone already inside.

Please check for yourself that in small eye spaces (one, two, and three points), White cannot increase his liberty count by capturing the stones that Black plays inside the eye.

Here is a good thing to remember. Eye spaces up to and including three have the same number of liberties as the number of points they surround. Eyes surrounding four or more points have more liberties than the number of points they surround. These are called small eyes and big eyes respectively. These names are not merely descriptive. Big eyes and small eyes have different properties and the type of eye governs the type of fight, as we shall see in later parts.

Diagram 20 shows some examples of five-point eye spaces. If White plays first, he can make two eyes in every case. Black must play the central point to prevent this and reduce the space to a single eye in order to make a fight of it. In one of the positions, White is already alive; compact eye-spaces are bad at making two eyes; elongated shapes are better. Check for yourself the other five-point eye shapes.

How many moves does it take to capture a five-point eye space? Diagram 21 shows the

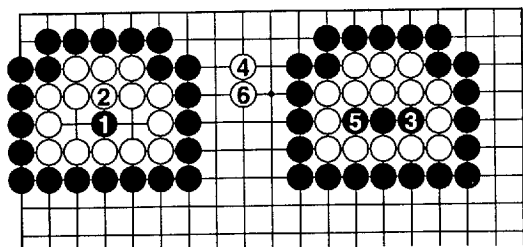


Diagram 19

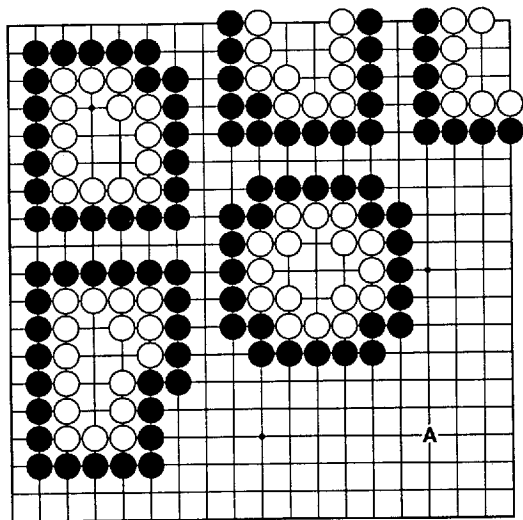


Diagram 20

answer. White can increase his liberties to more than five by capturing Black every time he is in atari. White gets eight moves elsewhere. Ignoring the answered moves (B7 and B13), Black has to play eight moves: 1, 3, 5, 9, 11, 15, 17, and 19. Thus, it takes eight moves to capture a five-point eye space.

Some people like to read out a fight move-by-move. Others prefer to use memory-aides, such as the sequence: 1-1, 2-2, 3-3, 4-5, 5-8, 6-12, 7-17. The choice is yours; whatever works best for you is fine. To understand how the sequence

arises, and to predict the next one, notice that in a five-point eye, Black plays three unanswered moves and then White captures the next move leaving an eye space one point smaller. To get the number of liberties of the next bigger eye space, simply add two less than the eye-space. That is, a five-point eye has three (five minus two) liberties more than a four-point eye. Likewise a six-point eye has four (six minus two) liberties more than a five-point eye. It's worth knowing up to seven (seven minus two more than a six-point eye). Beyond that,

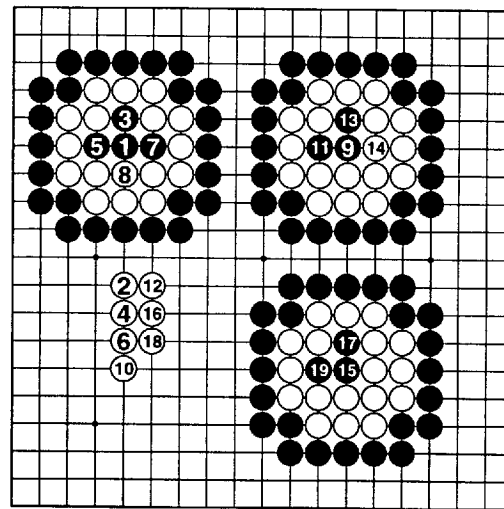


Diagram 21

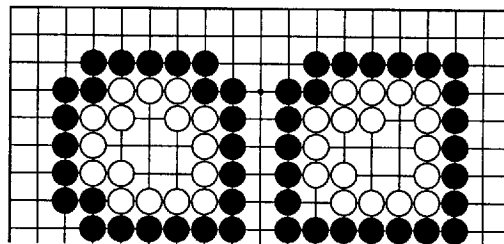


Diagram 22

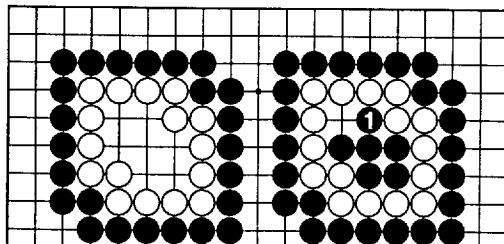


Diagram 23

Black cannot prevent White from dividing the eye space up and getting two eyes.

Now you should be able to go back to diagram 8 and count the liberties to read out the fight. White's five-point eye space is worth eight liberties, but there are already two black stones inside it. So Black will only need to play six moves (8-2) to capture the eye once all White's other liberties have been filled. Thus White has one outside liberty, two inside liberties, and six eye-space liberties, making a total of nine. Black has eight outside liberties and that's all. The inside liberties do not count for Black. Since White has more liberties, the position is settled: Black is dead.

Diagram 22 shows two examples of six-point eye spaces. The one on the left is the only shape that has a central point that lets Black reduce White to a single eye. This is James Davies' famous "Rabbity six", discussed in *Life and Death* (a wonderful book that every go player should read). All other six-point eye shapes, such as the one on the right, are alive. Check other shapes for yourself.

Diagram 23: It is possible to kill a seven-point eye if you can almost fill it with a rabbity-six clump of stones. Black 1 puts White in atari, so White will capture. This will leave him with a killable six-point eye space. However, you can't kill an empty seven-point eye by starting by putting one stone inside it. As diagram 24 shows, White can easily make a seki, which is alive. In fact, depending on the shape, the first move may not even be sente (i.e., not even a ko threat). In diagram 25, White can ignore Black 1 and still live. In the shape in diagram 26, however, Black 1 does threaten to reduce White to one eye, so White has to answer at 2, making a seki, if he wants to live. However, it takes seven-

teen moves to fill a seven-point eye space, so if Black has any weaknesses in his position, White might choose to ignore Black 1 and make a fight of it.

In simple positions, eye-space liberties are equivalent to other liberties. It's just the total number that counts. In diagram 27, both White groups have ten liberties. Both these groups have five-point eyes. The size of an eye is given by the number of points it surrounds ignoring any opponent's stones inside it. The stones inside merely reduce the liberty count. This concept of eye-size will become crucial in later fights when both sides have one eye. Don't count the vacant points in the eye; look at the space (territory) White has surrounded.

So far, I have carefully concentrated on solid walls. Now let's finish off by looking at a few imperfections. In diagram 28, White's group does not have an eye; it's a false eye. Black can play at X at any time, without having to fill the inside liberties first. This is a type 2 fight not a type 3 fight. Diagram 29 shows a defective eye. Although this four-point eye space is a real eye (White could answer Black 1 by connecting one of his cutting points), it does not have five liberties. Black can capture half the White stones in three moves, and if that doesn't win the fight, he can catch the rest in one more move.

Diagram 30 shows three examples of five-point eyes. Spot

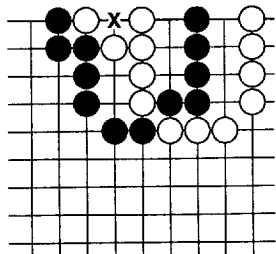


Diagram 28

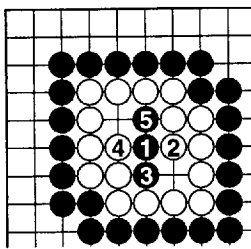


Diagram 24

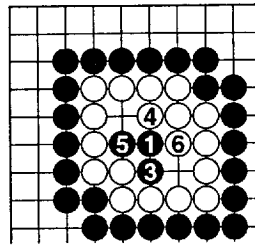


Diagram 25

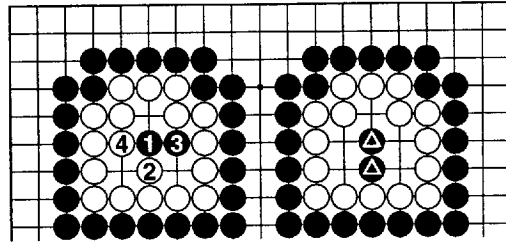


Diagram 26

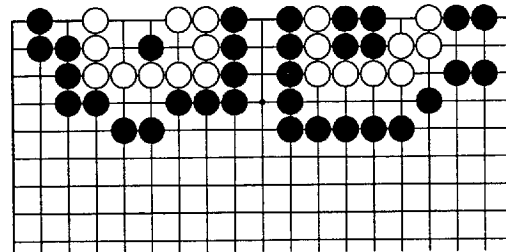


Diagram 27

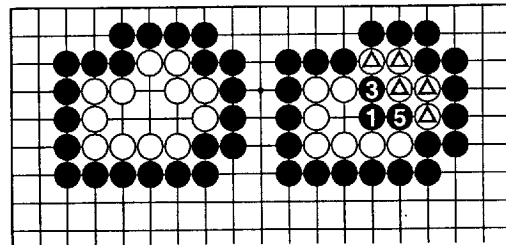


Diagram 29

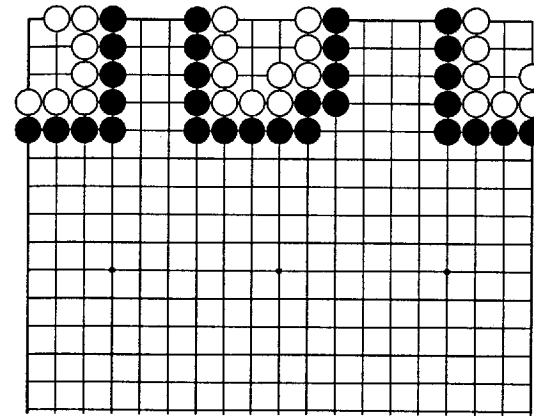


Diagram 30

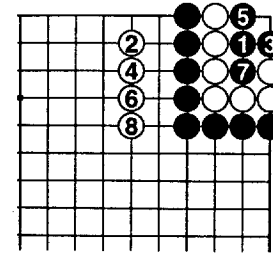


Diagram 31

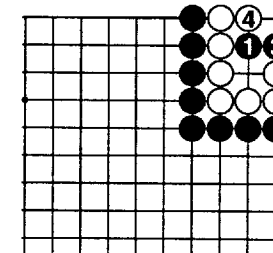


Diagram 32

	Small eye			Big eye			
Eyespace:	1	2	3	4	5	6	7
Liberties:	1	2	3	5	8	12	17

the odd man out. The one on the right is a fake five-point eye. It's a real eye (not false), but it doesn't have eight liberties, like a proper five-point eye. As diagram 31 shows, if White does nothing, Black can capture him in four moves. But White can-

not wait until Black 5 puts him in atari, because he can't capture the black stones by playing 7 himself. That's illegal, because Black has a liberty at the 1-1 point. White's last chance to play inside is at 4 in diagram 32. But as we saw in diagram

19, playing inside before one is in atari loses liberties. After 4, White has a four-point eye space with two stones inside. This has three liberties. Ignoring the exchange B3, W4, Black played one move, B1, so it takes Black four moves in all to fill this eye. How do you tell if an eye is this special kind of fake eye? Well, it only happens when Black can surround a liberty himself (e.g., at the 1-1 point). So if both 2-1 points are unoccupied, the eye-space has fewer liberties than usual. Fake eyes only occur in the corner, not on the side or in the centre. And the problem only arises in big eyes, i.e., eye spaces of four more points. I only want to give a brief introduction here. After I've finished covering the basic types of fights, I'll present some further examples and problems.

The next part will look at fights where both sides have one big eye.

Summary of type 3 fights

If one side has an eye and the other side doesn't, the side with the eye is the favourite. He is likely to win because he gets all the inside liberties as well as the liberties in the eye, which in the case of a big eye is a lot. The side with no eye doesn't count any of the inside liberties. The favourite is not unconditionally alive. It's a fight to the death and one side or the other must lose. The position can never become seki.

Side with an eye: outside liberties, inside liberties, eye-space liberties.

Side with no eye: outside liberties.

See the table on this page for a summary of liberties relative to eyespace.

Book Reviews

Get Strong at Joseki

reviewed by
Matthew Macfadyen

The appearance of *Get Strong at Joseki* by Richard Bozulich and Furuyama Kazunari (3 volumes) nearly 20 years after the Ishida Joseki Dictionary reflects a belief among the English language go producers in Tokyo that nothing more needed saying on the subject.

But the earlier production was very much of a dictionary, and none but the most dedicated were actually willing to read it straight through, still less remember the details while doing so. The new books are in a very different format. Each volume studies a short list of around 10 basic patterns, and follows each of them in a series of problems, with answers given overleaf. The feeling is more of a nature walk through josekiland than an anatomy textbook, and some players will find the contrast in readability easily outweighs the difficulty of actually finding what you want in the new books.

As to material, the first volume, covering the 3-4 point, and the second, on the 5-3 and 5-4 points contain few variations not discussed in the Ishida dictionary. But the third volume contains a lot of new variations starting from the 4-4 point which have been developed in the last few years. This is where Furuyama has put in most of his effort. (Incidentally Mr Furuyama was working as an interpreter at this year's World Amateur championship. He studied as an insei, and is near professional strength, but now devotes

more effort to studying English and writing.)

Players who feel they know most of the material in Ishida's Joseki dictionary will find the richest source of new material in volume 3. Those who are looking for a bedside joseki book which serves as more than just a soporific should find interest and instruction in all three of these volumes.

More Books

An enormous number of go books have been produced over the last couple of years, the bulk of them from Kiseido and Yutopian. I have only read about half of these right through, but the process continues. I will write a brief review of everything currently in print for BGJ 105, but would like to include remarks about how valuable other players find them, not just my own reaction to the books. Can anyone with views on any of the new books send them to me at 29 Milverton Crescent, Leamington Spa, Warwickshire, CV32 5NJ, by 26th October in time for the next press date please?

New From Yutopian!

Golden Opportunities
by Rin Kaiho

The weak wait for opportunities to arrive. The strong search and grasp opportunities. The wise create their opportunities — and read this book.

This is a rare book. Rin Kaiho, despite his eminence as one of the greatest masters of the 20th century, has lent his name to relatively few works. The treatment is also highly unusual. Game positions are ex-

plained through compelling analogies with historical events in a way that will repay re-reading the book many times. New insights will be found each time.

The author prepares the ground thoroughly with an introductory chapter on techniques before launching into the Battle of Leuctra. On the way we meet Napoleon, Davy Crockett, Joseph Pulitzer, William III, the Japanese Sherlock Holmes and many others. The translator has provided extensive notes on the historical and literary allusions, and has striven to present the book almost entirely free of go jargon.

The result is a book that will appeal to — and improve — go players of any strength.

Master Go In Ten Days,
by Xu Xiang & Jin Jiang Zheng

This is a beginner's book that provides ten lessons on the basic tactics and strategy in go. The objective of the ten lessons is to help one along the path to reach three or two kyu level in amateur strength.

● The two books above are as described on the cover of *The American Go Extra*. Both are available from the BGA Book Seller. See list on page 56.

The BGA bookshop, with a wide range of books and equipment, will certainly be at the Shrewsbury, Wessex and Central London tournaments. A limited range of books will probably be available at the Swindon and West Surrey tournaments.

Anglo-Korean Friendship Go Match

by Yvonne Mao

On 13th July I went to the Korean Cultural Festival held in New Malden to help to organise the friendship go match, which was a part of the festival, between the Korean and British teams.

The first round was preceded by the two teams of 12 introducing themselves to each other. Those who finished their games early went outside to enjoy the Korean dancing on what was a glorious summer's day.

Lunch, which was provided by the Koreans, was a delicious mixture of Korean seaweed, wrapped rice roll and Japanese Sushi. It looked so good that some of the British veterans of the Korean War, who were attending a special commemoration, tried to help themselves to the go players' food!

While the go players were concentrating on their games, I

was educating the passers-by on the delights of the game of Go. I dished out almost all the Go leaflets and several people asked me where they could buy a Go set.

The result of the match was very close: the British won by 20 games to 16. Although on average the Korean team were stronger, the Korean players were a bit distracted by the clock: they were not used to playing moves within a certain amount of time, whereas members of the British team were accustomed to playing tournament go.

Paul Margetts accepted an impressive trophy on behalf of the British team from the president of the Korean Baduk Club, Mr Y. W. Yun. Shutai Zhang and Matthew Cocke won all their games and were given 1st and 2nd prizes respectively. Alistair Wall got a 3rd prize of a pottery policeman's head. Everybody in the British team got a nice bottle of wine and a box of Korean cakes.

Both Korean and British players enjoyed this team tournament and they hope that it will become an annual event.



The contestants assemble

Letters

James Davies writes:

The photograph on the cover of the latest BGJ must surely have been taken in Japan, possibly in an ordinary house, or possibly in a geisha house, guessing from the hairstyle and kimono of the young lady playing a stone. The younger girl standing is wearing a type of Japanese coat (michiyuki).

Bob Terry writes:

Regarding the cover of the latest BGJ, the photograph there obviously shows three Japanese (not Chinese) girls playing go. All of the girls are wearing obi about their waists. Obi are cloth 'belts' that Japanese women wear as an accoutrement to their kimono. There is a 'bag' at the back which is part of the obi, and you can see it in the photograph. This is a garment indigenous to Japan. No females in any other country wear obi.

I might also mention that the go board is Japanese; only Japanese makers produced boards with such legs at the period the photograph was taken, and the bowls are also Japanese. They are clearly wooden. Chinese bowls are quite different, usually wicker type.

Notice also the casual way that the family treat the scroll on the wall in the background: in Japan such a scroll is deeply regarded: an honoured gift from an elder or a mentor. It would not share honours with a potted plant! The whole setting suggests a sojourn in a foreign country.

I suggest that the photograph is one of a wealthy Japanese businessman's young girls (or perhaps a diplomat's?) stationed in England.

Two Games from Italy

by T. Mark Hall

Game 1

Played on 23 July 1996 at the European Go Congress in Abano Terme, round 3. Time limits: 2.5 hours each. Komi: 8 points.

White: T Mark Hall, 4 dan
Black: Dragos Bajenaru, 3 dan(?)

8: I try him out with an ultra-modern joseki.

11: The professional, Saijo, said that this was a little easy-going on White. He recommended the variation from 1 in Diagram 1. Now White cannot cut at A and moves at B and C are miai, each putting fairly severe pressure on the White stones.

19: This is the line played by Rin and Yoo Chang-hyock so it is obvious that he is up-to-date on modern games.

20: Just a bit of an over-extension.

21: But Black helps me to build up my right side (of course he had his own ideas of what he was doing as well).

26: I did not particularly wish to get shut in here and this was an opportunity to try him out on an older joseki.

31: Is wrong and should really be at A. Several British players have also come apart on this because it looks like a normal move (perhaps it is one of the "duffer's kosumis" which the Japanese refer to in their comments).

Diagram 2: This is the simplest line; complications start if Black plays 7 at 8.

39: White 38 springs the trap and Black ataris at 39 rather than 1 in Diagram 3. He said

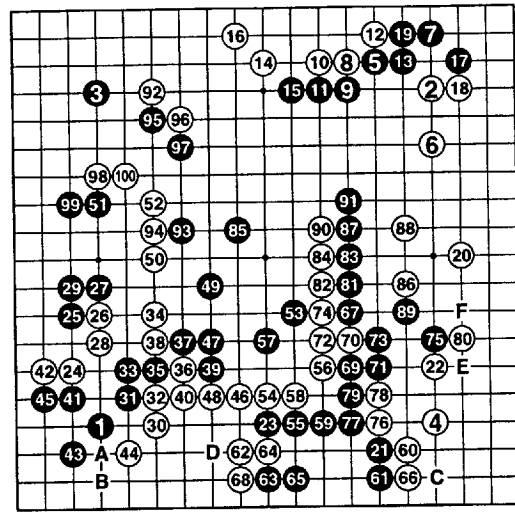


Figure 1 (1—100)

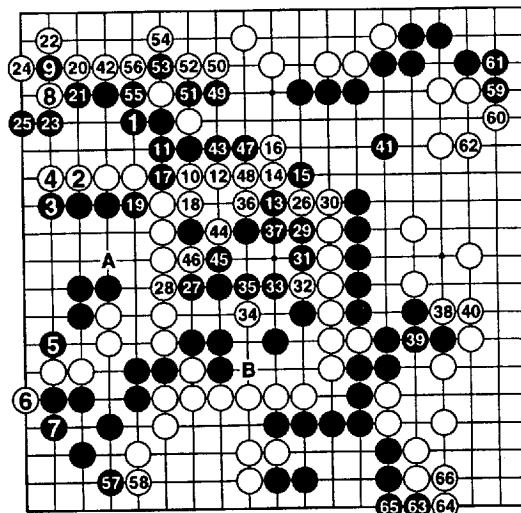


Figure 2 (101—166)

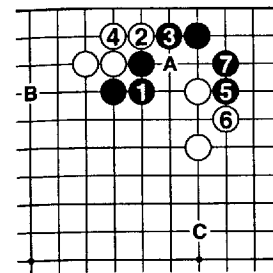


Diagram 1

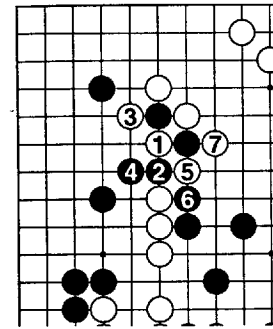


Diagram 4

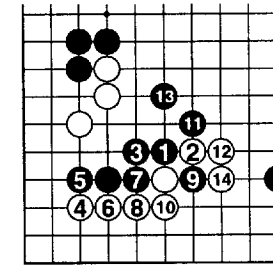


Diagram 2

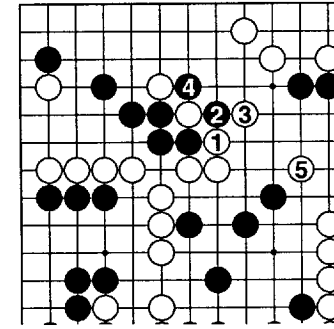


Diagram 5

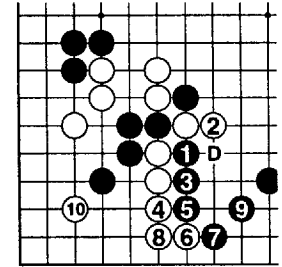


Diagram 3

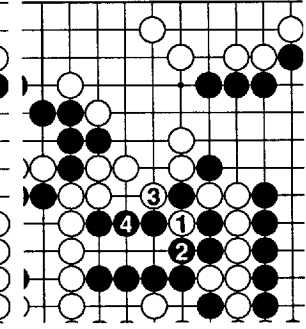


Diagram 6

after the game that he did not read it out but that had just disliked the shape after the atari.

Diagram 3: Black is in trouble. I haven't yet worked out a satisfactory complete result if Black plays at D.

45: Saijo commented that 43 should have been at 45 so that if White then played 44 Black could answer at A or B.

48: I rather liked to take the liberties on the stones above but Saijo said that the honte is below 46 which attacks the stones to the right and secures a base for the White group.

57: This was criticised by Saijo as doing nothing for Black and helping White.

59: Saijo said that Black 59 would be better at C in Figure 1 to make a better base on the edge.

White now has no real attack on this group and the Black in-

fluence above helps the stones in the centre.

66: After this move I began to feel good about the game. Since this is usually about the time I start self-destructing I try not to get too complacent!

68: Although Saijo did not comment on this exchange I think that it would have been irritating for me if Black had played 67 at 68 since this threatens my base and extends his. If I don't answer on the edge but move out he would get a free move at D in Figure 1 and live easily.

72: Saijo said that I should have played at 73 (another honte).

79: White 76 and 78 are just horrible. They leave very bad aji around the corner (even if Black never played it) and I should not have played either move.

81: The aji is around E and I

was rather surprised that Black never played this cut or the hane on the other side of the stone later.

88: Even though I liked 86 and 88 to secure territory on the right they were criticised by Saijo as helping Black's shape.

89: After this Black has a very big move at F which he never played. It may be that he got caught up in the fight (from the couple of Romanians that I have played I have found that they disdain territory and try to win by killing) but the move is enormous considering the aji in the corner.

92: Now I feel that it is about time that I must look after the White group on the left side.

97: He seems to think that he must kill the group to win so he attacks with 95 and 97.

98: If I play 98 at 1 in Diagram 4...

109: I can get a live group in the corner after this, but my central group will again be cut off so I have to leave this area to try to get out.

114: Saijo said that I should play 114 at 1 in Diagram 5. White sacrifices a stone and then attacks the central Black group with good shape.

128: Saijo said that the shape move for White 128 was at A in Figure 2. If Black answers White has sente. If not White has more forcing moves on the left side.

134: A more tricky move was B in Figure 2, but it will probably live with best play.

136: Saijo said that White should play at 1 in Diagram 6 rather than here. White now has an emergency connection with the ko if he needs it later.

140: After this I think, "Game over!"

166: White won by 23 points.

Game 2

White: T Mark Hall, 4 dan
Black: Arkadi Bogatskii, 5 dan

Played on 29 July 1996 at EGC Abano Terme, round 5.

A problem: what does White play after 193 that settles the game, considering that the game is just about even at that point and Black cannot afford to lose anything?

194: Instead of this, a Chinese pro suggested 1 in Diagram 1. Now if Black plays at A the answer is sente. The professional way means that Black has no way of escape. The amateur way depended on other aji elsewhere on the board to succeed.

Diagram 2: If Black plays 1 in Diagram 2 instead of 4 in Diagram 1 again any move by Black at A prompts a sente move by White. If Black plays 3 in Diagram 2 at 1 in Diagram 3 this just loses.

White eventually won by resignation.

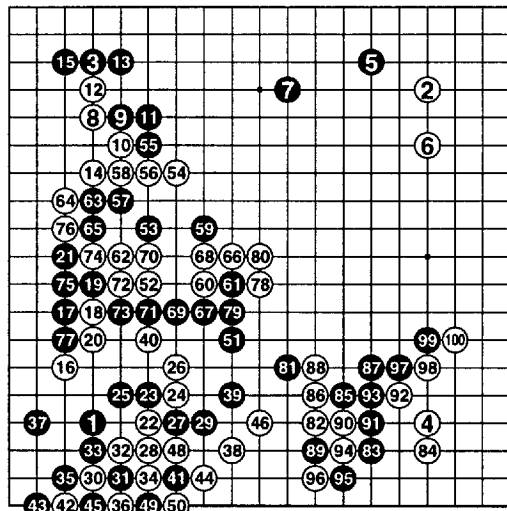


Figure 1 (1—100)
47 at 31

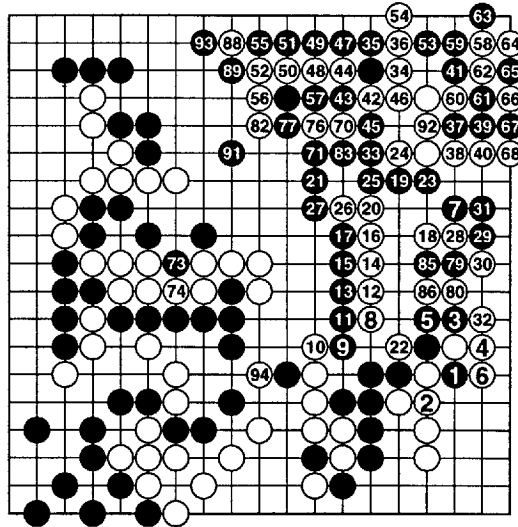


Figure 2 (101—194)
Ko: (165/166) 169, 172, 175, 178, 181, 184, 187, 190

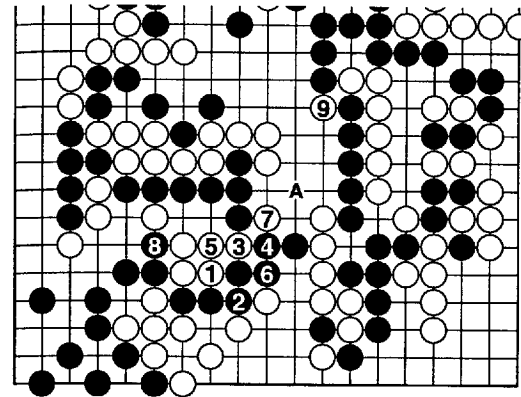


Diagram 1

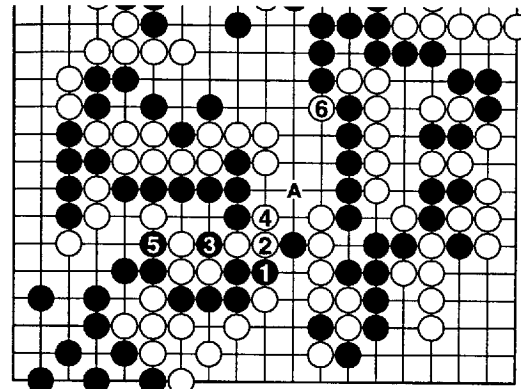


Diagram 2

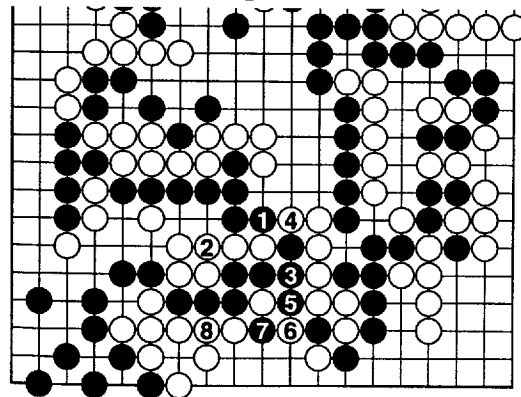


Diagram 3

Selling to Salespeople

by Francis Roads

I have found a first class way of dealing with telephone and doorstep salespeople. It also works with Jehovah's Witnesses and the like. Here is a rough transcript of a telephone conversation which I have just had, to give you the general idea.

Francis: "505 4381?"

Saleswoman: "Is that Mr Roads? I represent Anglia Home Improvements."

Francis (quickly — no pausing for breath): "I represent the British Go Association; I wonder if you have heard of us? Go is an ancient Japanese board game of skill for two players. I wonder if you would like to learn to play?"

Saleswoman (taken aback): "What, me personally?"

Francis: "Yes. You can learn at Wanstead Go Club... (here follow the details). Thank you for listening. Goodbye." (Hang up the phone.)

I don't know if it does any good, but it certainly puts them off their stride. But you have to be ready for the situation in your mind, whenever the phone rings or the doorbell sounds. I've done it several times now, both over the doorstep and on the phone. I have to admit that Wanstead Go Club hasn't yet been inundated with double glazing salespeople wanting to learn go, but still... Always remember that they are paying for the call!

● First published in the 1996 European Go Congress magazine, issue 6.

Omachi

The 1996 World Amateur Championship

by Matthew Macfadyen

The World Amateur Tournament has been doing something of a tour of Japan through the 17 years since its inception. This year it was time for the mountain stage. Omachi is a small town in the Japanese Alps, currently winding itself up to host the next winter Olympics. It is also one of the few Japanese towns with a really vibrant scheme of go promotion in schools, and has a keen player as mayor.

The tournament organisation was on familiar lines, except that a new computer program for doing the Swiss system could have benefited from a little more expert scrutiny, and the result was highly familiar, with a new unknown from China winning all of his games. The usual favourites, from China, Japan and South Korea finished 1,2,3, interrupted only by Gilles van Eeden from the Netherlands who produced the game of his life to beat the reigning champion Hirata Hironori in round 2.

The British challenge started reasonably well, and reached a high point by beating the Taiwanese player to reach 4/5, but that was it. Losses to Canada, Hong Kong and North Korea left me 19th with 4/8.

Here is the good bit.

Black: Matthew Macfadyen
White: Huang Hsian Jen
(Taiwan)

26: Careless. There is no way to live on the side after 27 and 29. White should play 29 if he wants to live immediately, alternatively a contact play to the right of Black 9 should break up the side without getting shut in.

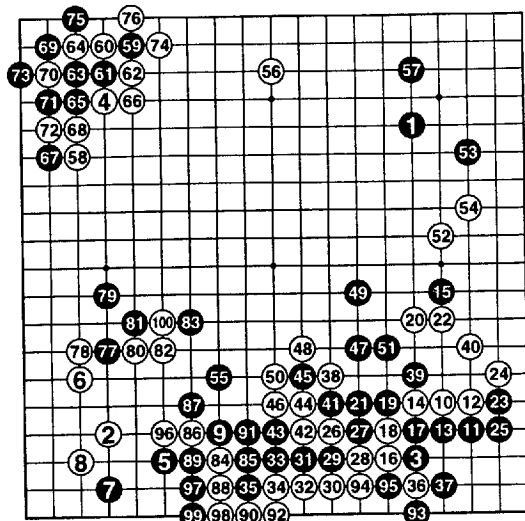


Figure 1 (1—100)

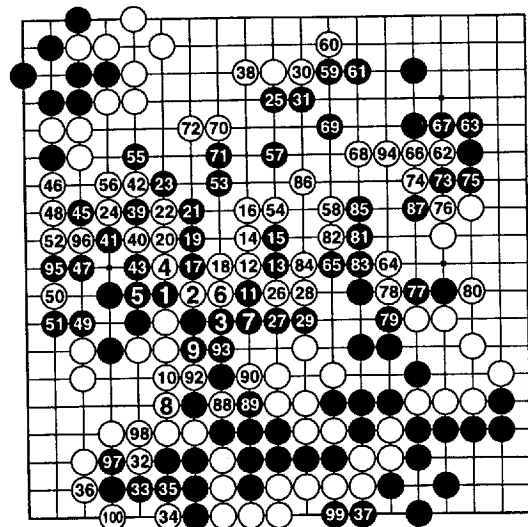


Figure 2 (101—200)
144 at 139, 191 at 188

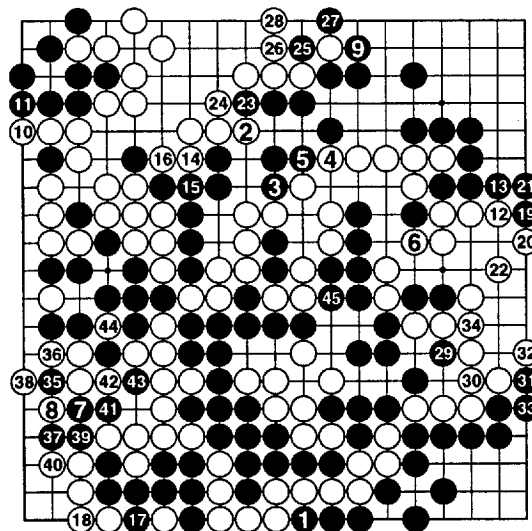


Figure 3 (201—245)

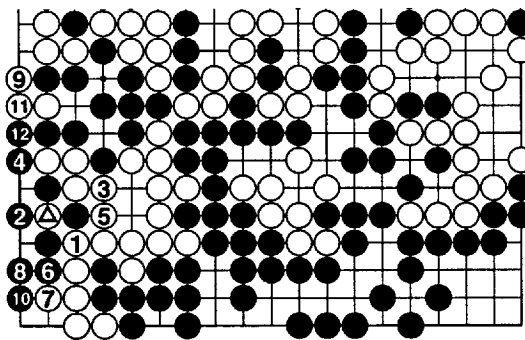


Diagram 1

55: Is not essential, but it breaks up White's position and stops him from building a large scale position on the left.

68: Is good, shutting Black into the corner with a small group, but 76 is not really necessary. When Black invades lightly with 77 and 79 it be-

comes urgent for White to find something spectacular. The sequence to 100 finds a lot of aji in the dead stones on the lower side, and White has something to do.

I changed my mind several times about the group on the left. Capturing the ponnuki in

the centre with 113 and 115 meant that I could afford to lose the group, but on the other hand there were good chances to save it. In the event I simply let White play 146 to kill me, and lost a few points on the side. However White needs to be careful. The group is only just dead, and he must keep alive in the centre to avoid having to go back and take the dead stones off.

I pulled out some stones in the centre, using the weakness of White's centre group as leverage, and when I succeeded in connecting through with 159 and 161, which also make sure of the territory in the upper right, the game was looking fairly secure.

But 197 was greedy. I was trying to revive the group on the left, but simply playing above 177 to capture two cutting stones would be simple and good enough.

200: Was very bad. This gave me the chance to do something on the left by filling in some liberties. White was in byo yomi by this time.

Again I changed my mind several times about the status of the group on the left, but in the meantime White 224 allowed me to capture at 227 in sente, which meant that I was clearly winning anyway.

Eventually I found the cut at 235. White's reply up to 238 is no good since the cut at 239 threatens both ways (now you see why 200 was a mistake).

White's best reply to 237 is shown in Diagram 1: Black still gets a ko to do some damage but he can capture the ko at the marked point several times during the sequence and Black may run out of threats.

In the game 243 is immediate. The ko threat at 245 is modest but secure. White knows he can't take a further 10 point loss and resigns.

Women's Tournament

Report by Alex Rix



**Ladies' Tournament, final game:
Alison Jones v. Alison Cross
Game recorder: Alex Rix**

Unfortunately, it is unlikely that the Women's World Amateur Go Championship will go ahead this year owing to difficulties obtaining sponsorship. Nevertheless, 8 of our strongest women players competed on 1st June at the Nippon Club in London to improve their chances of attending the next event. Final scores are shown below.

In their last game, Sue and Helen disputed whether or not komi had been taken into account by placing 6 stones on the board and a jigo was agreed. Although Emma, the Under-14 Champion, could not manage to win any games she is very enthusiastic and improving fast and I hope she is soon able to challenge everyone on equal terms.

The final game between the Alisons was very exciting. Ali-

son Jones attacked incessantly and the game progressed from one fight to another. Although on the back foot for much of the time, Alison Cross kept calm and continued to initiate complications herself. Eventually, she took advantage of some mistakes when both were in overtime and emerged a worthy winner of the tournament.

*Black: Alison Jones
White: Alison Cross
Komi: 6 points*

12: A slide under 7 is usual to settle the group. A Black move at 118 would enlarge Black's moyo whilst threatening the group below.

19: Normally immediately at 21, followed by a connection

Ladies' Tournament: Final scores

	Round 1	Round 2	Round 3	Total	Position	Points
1 Alison Cross	6+	4+	2+	3	1	8
2 Alison Jones	8+	3+	1-	2	2	7
3 Kirsty Healey	5+	2-	7+	2	3	6
4 Helen Harvey	7+	1-	5=	1.5	4	5
5 Sue Paterson	3-	6+	4=	1.5	5	4
6 Anna Tripp	1-	5-	8+	1	6	3
7 Miriam Brod	4-	8+	3-	1	7	2
8 Emma Marchant	2-	7-	6-	0	8	1

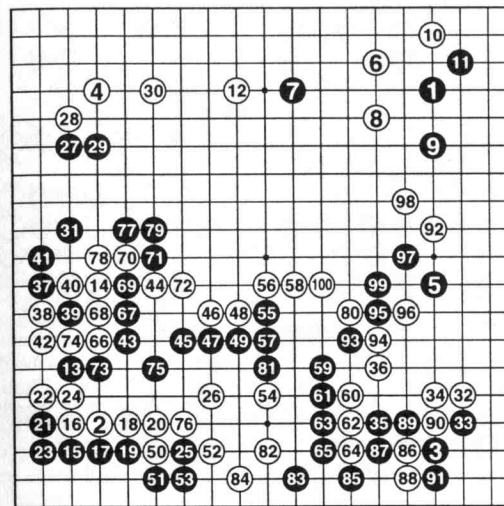


Figure 1 (1—100)

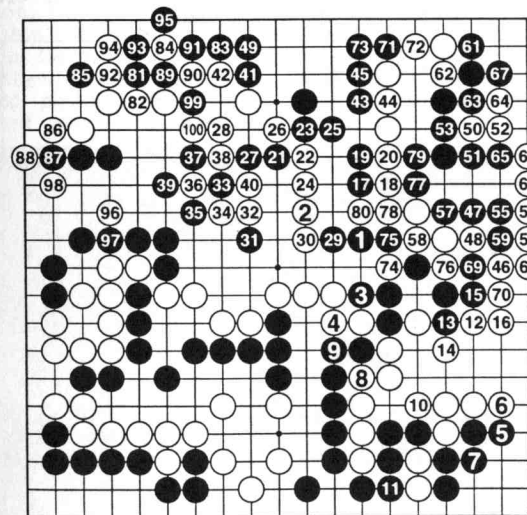


Figure 2 (101—200)

and a jump to 50. This move strengthens White.

28: I would prefer 212. If Black takes the corner, White can push along and connect to 12, creating an imposing moyo.

32: It is important to play 41 to take away black's base and prevent 37. Regarding the kakari, I would prefer a high move at 34 to create a lighter group. Black can play at 114 to attack this group severely.

37: A very big move.
43: Overplay next to White's thickness. If White plays 247, Black below 247, White to the right of 247, Black is captured, though this depends on a ladder towards 7 not working for Black.

60: Better at 61 to try and link up. 60 etc. weakens white's group below.

66: Black could have forestalled this by playing 74, 202, 67. However, Black finds a way to limit White to one eye in this area.

79: This leaves a cut. White should have played 197, 196, 79, 212 to create aji. Later on Black will answer differently. White could continue to attack the three stones before living, leaving a complicated position.

81: It is tempting to play 82, though White still lives in this variation. Playing 80 before living improves White's position no end and makes the cut at 197 more interesting.

88: Should play at 105 as Black cannot block. This sequence is a big loss for White.

92: 105 is big. If Black does not answer, White can live in the corner in sente.

98: Better at 158.

100: 103 is better shape but should be 113.

121: 122 makes better shape. When Black plays 127 White wishes the cut at 197 had been played.

129: Worried about the cut. White should answer at 132.

131: 138 is better. This would

threaten both sides.

139: 140 is possible to rescue the cutting stones.

147: An emergency measure which strengthens White.

152: Unsound but White is losing and both are in time trouble. Black must play accurately to refute this.

171: Black has not spotted the shortage of liberties. If at 175 Black wins the semeai because of the big eye in the corner.

188: 189 is bigger.

219: Needs to make two eyes as there is no eye on the edge! White spots this first by playing 236. 241 must be at 242, but capturing six stones would be huge.

Alison Cross wins this game, and the tournament.

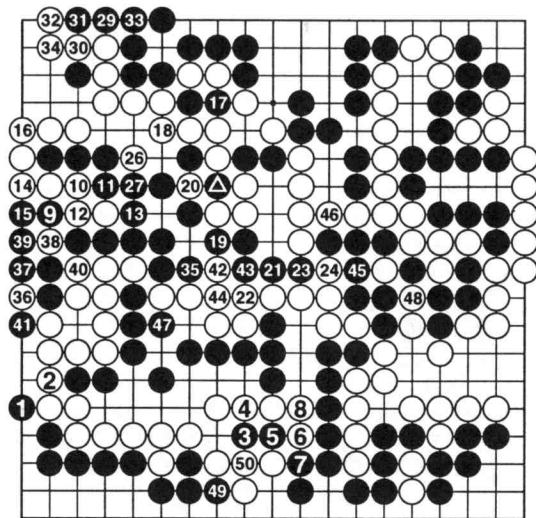


Figure 3 (201—250)
Ko (at triangled stone): 225, 228

Round Go

by Harald Schwarz

(First published in the 40th European Go Congress magazine, number 2. Slightly adapted.)

If you look critically at the go board, you will find that there is a hierarchy within the intersections of the board. You will see centre points share four lines with their neighbours. Border points have only three, and corner points just two.

This has changed. The go board of the future will have intersections with four points each. This means that it is a board without borders and corners.

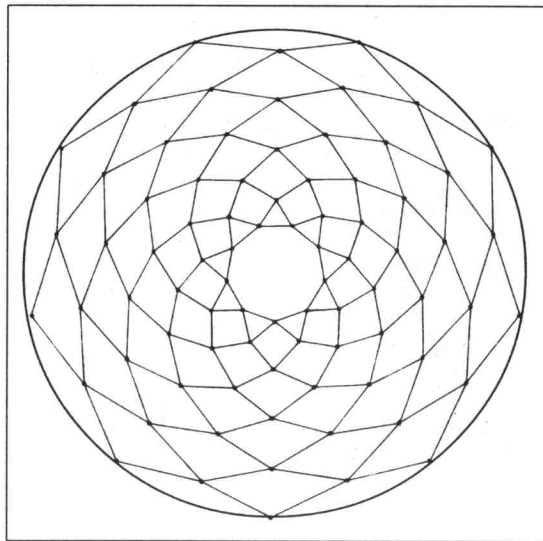
It will lead to a totally new playing technique. You can't rely on the old josekis because there will be no corner to play them. There will be no third line to make territory and no fourth line to get influence.

If you play a ladder, you can't

rely on the border to stop your opponent from escaping. You will have to place a stone of your own to do this job.

I should remark that these

boards are not borderless at all. It would have been necessary to produce a three dimensional object in the form of a torus or doughnut.



Example of a 9x9 round board

Paris sans Go?

by Brian Timmins

For some years Kathleen had been suggesting that we went on a holiday that did not involve go, a concept that took me some years to grasp. We decided on a week in Paris, with the added interest of taking our first trip through the Tunnel.

As a special concession I was allowed one visit to a go club near the Louvre, so on Tuesday, our first full day in Paris, we took our go trip.

Beforehand I had phoned one of the French go organisers and was assured that the game was played at the Café Lescot every day between 3pm and 2am. Even so I went with doubts: would there just be a couple of players who were wrapped up in each other's tactics and only prepared to give us a nod by way of welcome?

Café Lescot is in rue Pierre Lescot, with an underground station, Etienne Marcel (just one stop from Les Halles) at the end of the street. It could not have been easier to find, and an added pleasure was that it formed part of a pedestrian



Café Lescot

precinct, so that we could escape the din of traffic.

And what a welcome! Gérard, the club treasurer, took us upstairs to show us where equipment was kept, surveyed the dozen or so players already there at four o'clock in the afternoon, and found us opponents close to our own grades.

After a while a waiter came round and took orders for drinks, but from then on we were left without any obligation to place further orders. (I

wish I could say that of English pubs where I have played.) There was smoking, but the café was so open to the June weather that only a very fastidious non-smoker would have minded.

By six o'clock many more players had arrived, and we renewed acquaintance with several people we had met at European go congresses. Maître Lim, the guru of Parisian go, was also there, available for consultation about go problems during certain afternoons. The atmosphere was so relaxed and cheerful that we stayed on and had dinner on the terrace.

By midweek, according to *Le Monde*, it was 33°C, so on Friday, as it had become too hot for sight-seeing, what better alternative than to sit down and...

Our second visit was as agreeable as the first. By the end of it we were discussing a future holiday, staying at the Café Lescot, which is also a two star hotel, because we could play the occasional game without having to make a special trip that would need to fit in with other plans.

My only regret is that we could not go to the other clubs in Paris, but there is always next time.



André Moussa, a former French champion

Tournament News

by Tony Atkins

Local Hero

Jim Clare (3 dan) from Reading has the habit of winning tournaments within ten miles of home, but was not the strongest player at this year's Bracknell Tournament. As last year, the venue was the local rugby club and the day was Cup Final Day in line with tradition. Unfortunately it clashed with one of Macfadyen's teaching days so only 66 players attended.

Despite there being some 4 dans present the last round saw Jim take on Bristol's Antonio Moreno (also 3 dan). Jim won to take the title a third time.

Others receiving prizes for three wins were Art McKendrick (1 kyu Edinburgh), Paul Clarke (4 kyu High Wycombe), Mike Cobbett (6 kyu Hursley), Paul Hyman (16 kyu Brakenhale) and Steve Smith (23 kyu Hursley). The best players on two wins according to Lyon's magic formula were Antonio Moreno, Francis Weaver (10 kyu Brakenhale) and Sarah Jackson (12 kyu Hursley). Winner of the continuous 13x13 was young Oliver Edwards (29 kyu High Wycombe).

Absent Organiser

A little bit of panic went around the go players met the night before in the Southsider bar, when it was rumoured that organiser for the Scottish Open, Stephen Tweedie, was out of the country. The rumour was true but Stephen's wife had gallantly stepped in to get the show on the road and the BGA secretary was there to work the draw

computer. They had even organised a book shop without the BGA Book Seller being present, and so all was set for the two day battle at Edinburgh University's PAMS House.

Play got underway and the first upset was Tony Atkins (2 dan) beating last year's winner Francis Roads (4 dan), but this was evened out by Paul Barnard (1 dan) having a good run beating both the two dans present. John Rickard (4 dan) of Cambridge then looked like being the man to beat, but this seemed unlikely to happen as the weekend drew on.

The Saturday night gave a chance to join the large party of players going to an Indian restaurant, and the long lunch breaks gave a chance to visit the city of Edinburgh or take a walk past the venue of the 1983 European and climb up Arthur's Seat, despite the showery weather.

At the end of the second day John Rickard was still unbeaten and was declared winner, ending a three year Wanstead reign. Second was Francis Roads on four wins. Richard Philp of Dundee got a very creditable five wins playing at 4 kyu. On four wins were Jim Cook (3 kyu Edinburgh), Chris Gathercole (15 kyu Scotland) and, despite having to play two 4 dans, Simon Marlow (2 kyu Glasgow). Skilfully the organiser returned from his conference in Germany in time for the prize giving and to thank the 26 players who attended.

Disputed Result

Seven strong women players and the girls' champion, Emma Marchant, played in the 1996 British Women's event. Alison Cross (1 kyu London) beat Anna Tripp, Helen Harvey and Alison Jones to come first and score maximum Japan points.

Alison Jones was second and

Kirsty Healey was third. Sue Paterson and Helen Harvey ended up on 1.5 as their game ended in dispute over whether komi was taken or not. Miriam Brod and Anna Tripp both won one game. Kirsty Healey had the most Japan points at the end of the day, but there may not be a World Championship this year due to lack of sponsorship.

The event was played alongside a monthly Nippon Club tournament; it is not known what the reaction was from the Japanese on seeing the women playing, but thanks must go to Mr Niwa and the club for allowing them to play.

New Format

The Nippon Club near Piccadilly was again the venue a week later for the new format Challenger's Tournament. Replacing the all-play-all league, the tournament was a Swiss draw with the top players seeded in the first round. This change reduced the event to two days from the inconvenient four and allowed the tournament not to clash with the World Amateur and the Scottish.

Matthew Macfadyen was favourite to win with Matthew Cocke his nearest rival. Due to an error Edmund Shaw was not invited to the Candidates' and assumed under the new rules he would be seeded straight into the Challenger's. Alison Jones gave up her place to allow Edmund in, but in the end he could not play so Colin Adams (1 kyu) got in as first reserve.

Most of the games went by form, but T. Mark Hall (4 dan) lost to a sharp Charles Matthews (3 dan) and Piers Shepperson (5 dan) did not do as well as his fourth seeding would suggest he might. The top eight places were: Macfadyen (4/4), Cocke, Rickard, Matthews and Cann (3/4), Roads, Shepperson and Hall

(2/4). Matthew Macfadyen now gets to play Shutai Zhang in a best of five for the British Title.

More Quiz Questions

Following on from the success of the previous year, Eddie Smithers' wife again set a quiz to amuse teams of players over lunch. This year the themes were Cartoonists, Sand, Bones, Cowboys and Chairs. The winning team with 31/50 was the Ajax team that consisted mostly of Tony Atkins.

Maybe the warm weather and the attraction of football on television kept some away as the attendance was down at 58. One player missing was last time's winner, Matthew Macfadyen, so the cup was missing too and so Des Cann (4 dan Leamington) had to receive a paper copy for beating Alan Thornton, John Rickard and Andrew Grant. Players who won three were Baron Allday (1 kyu West Wales), John Gardiner (8 kyu Culcheth), Chris McConkey (10 kyu Birmingham), Tom Somerscales (10 kyu Culcheth), Dave Grimster (15 kyu Brakenhale) and Dave Knight (20 kyu Epsom Downs). Not surprisingly Culcheth won the team prize scoring about 90 percent.

Crossroads

It was off to the Midlands to the Crossroads Hotel for this year's Pair Go Championships. The sun shone and the attractive gardens and the tennis court proved tempting between rounds. The venue, in Weedon, Northants, was fairly central, but not so convenient for those without cars.

Twenty-five male-female pairs turned up and the top eight British couples battled for the Championship and Japan points; others played handicap. Sponsorship was very kindly



The Crossroads Hotel

provided again by the International Amateur Pair Go Committee in Japan and we must thank them for allowing such an enjoyable day.

Pairs were as usual a mix of young and old, relatives and friends, even a few couples who had never met before until the day. It is so very encouraging to see so many women making the effort to come to this event in preference to others during the year. Indeed pair go is catching on in popularity

in clubs and during events, with some couples only playing Pair Go even when surrounded by other distractions.

As Matthew Macfadyen and Kirsty Healey were not pairing this time, Alison Jones and her partner Edmund Shaw were expected to win. However Edmund went down with flu and at short notice Tony Atkins stepped in.

Despite a close tussle with Alison Cross & John McLeod in round two and having to beat



Pair Go: Helen & Martin Harvey

off Sally Prime & Nick Webber in the last round, the favourites did in fact win; being equally ranked 2-dans obviously counted towards the success of the partnership of Alison Jones & Tony Atkins. Couples winning two games were Sally Prime & Nick Webber, Alison Cross & John McLeod and Jackie Chai & Francis Roads. The day left Alison Cross & John McLeod with the most Japan points, but there may not be a place for us this year at the World Amateur Pair Go Championships.

Winners of three games in the handicap section were Yvonne Mao & Paul Margetts and Alison Ewers & David Woodnutt, completing a good day for the Alisons. In the best dressed couple section, winners were Anna Griffiths & Simon Rudd, juniors Emma Gale & Paul Hyman, mixed aged Jennifer Healey & Matthew Macfadyen, with a special prize for compatible dress going to Elinor Brooks & France Ellul. Based on the results of a questionnaire the most compatible couple were adjudged to be Teruko Taguchi & Simon Bexfield.

Sweets were awarded for some of the funniest answers on the questionnaires. Des Cann, Sally Prime, Alison Cross, James Harrod, Paul Margetts and France Ellul all had witty answers. Special prizes of sweets also went to the drivers of kids including France Ellul's colleague Leo, who does not play go. To sum up: a fun day out. Let us hope for even more couples next year.

Flying Grounded

The weather was so bad for the Welsh Open this year that the seagulls and dragons were grounded. Admittedly a cold sun did appear for long enough to shine in the players' eyes on the Saturday afternoon, but for

those who stayed in Barmouth an extra day the Monday morning was completely wet.

The weather did not put off Matthew Macfadyen (6 dan Leamington) who stayed the perennial champion. Sean McPhail (15 kyu Cambridge) also kept a clear head to win all five games, as did Yvonne Mao (28 kyu) Epsom Downs who was promoted both before and after the event.

On four wins were Francis Weaver (10 kyu Brakenhale), France Ellul (3 kyu Brakenhale) and Steve Jones (3 kyu Isle of Man); Martin Harvey (2 kyu Chester) won 3.5.

As is a tradition, prizes were awarded in various unpredictable categories: Neil Ings (20 kyu Brakenhale) and Ed Blockley (2 kyu Worcester) were rewarded for zero wins; Richard Thompson (6 kyu Leicester) for the continuous lightning; Leamington for the best team; Brian Timmins for the first entry; Charles Leedham-Green for having played but not entered; Bob Brooks for being Francis Roads (the real one playing as Alison Jones to give others a chance in this category); Graham Brooks

for helping by playing a game early; Sue Pitchford for helping with the draw; and Paul Margetts and Yvonne Mao for getting engaged.

Other Barmouth traditions well respected were the cheap meals in Baron Allday's fish and chip café and the drinks and games in the back room of the Tal-y-don Hotel. Hopefully more than the 44 players there this year will enjoy these traditions next year.

Moor Care

"Drive with moor care" said the sign as you rumbled over the cattle grid and on upwards towards the mist topped rock called Hay Tor. Suddenly on the left appeared a small piece of civilization. The village of Haytor Vale nestles in a fold of the hills, yet the Moorlands Hotel stands aloof so that when the drizzle finally blows away, fine views across verdant countryside to the sea appear.

It was here Agatha Christie wrote her first novel and here too that Devon Go Club hosted their second tournament. Twenty-four players made the

trek to Dartmoor for the event. The hardy ones stayed in Tom Widdicombe's field, the less hardy in the hotel or just visited for the day. The latter missed exploring the hills and the extra go club meetings arranged, but the fit could quickly run up the tor between rounds (providing they had not eaten too much of the lunchtime buffet).

The tournament looked like going to be a showdown between the two Bristol 3 dans, and sure enough Antonio Moreno met Thorstein Thorsteinsson in round three. Unfortunately for Antonio he lost his second consecutive final, allowing Thorstein to win the polished elm go stone trophy.

Richard Helyer (12 kyu Oxford) won three games and earned a smaller cherrywood version of the trophy. Wooden stones also went to the best on two wins: Terry Wright (4 kyu Bristol) and Sarah Jackson (11 kyu Hurley). All the others on two wins got a Canterbury Go Book. Young Jimmy Mao (22 kyu Bristol) took the final wooden stone as consolation for no wins despite a gallant effort.

European Round-up

The lads from Petrosavodsk cleaned up at Bled in Slovenia. Alexei Lazarev won all six to come first ahead of Viktor Bogdanov. Local player Leon Matoh was the best of the group on 4. At Bled 44 players attended, while 63 attended the Budapest GP. A Korean from Moscow called Lee Hyuk was first on 5. Dimitri Bogatskii of the Ukraine took second and the place in the Fujitsu Finals. A Japanese called Watanabe Takebumi was third on 3.

The 25th Amsterdam Tournament was six rounds over four days of Ascensiontide and saw a reassuring increase in players, back up to 167. Miyakawa Wataru popped up from Paris to

beat Guo Juan in round four, making her finish third. He finally saw off local hope Mark Boon who was placed second. He also won the lightning, beating Farid Ben Malik by getting the best half of a jigo.

The Go Centre makes for a nice atmosphere; anyone who has played in this event will recommend it. Especially nice this year was the presence of twelve young Romanians present for a course who made easy meat of most of those whom they met.

The women dominated the German GP in Hamburg. Guo Juan won all her games, forcing the German Chinese girl Zhao Pei into second. Egbert Rittner in third was the best European (he only lost by one and a half to Guo) and so took the Fujitsu Final place. Attendance was 120 players.

Only 18 players played in Helsinki. Lazarev won all six games. Viktor Bogdanov, Vesa Laatikainen from Finland and Russian Andrej Gomenyuk were next on four.

After Matti Siivola in sixth place was 3 kyu Oleg Gavrilov, the lowest player ever to win GP points. The winner at Warsaw was Pole Leszek Soldan who won all five to retain the title. Czech player Radek Nechaicky was second and Gomenyuk was best of the group on three.

With just the Russian GP and the European (worth double) to come, Viktor Bogdanov led the GP points table on 82 from Czechs Nechanicky (73) and Danek (64). Shutai Zhang kept the BGA interest alive in fourth place on 60.

World Amateur

The Japanese mountain resort of Omachi was the venue of the 1996 World Amateur, a city keen to become a go resort in summer to balance the win-

ter skiing. Top English player Matthew Macfadyen was our representative and was expected to end in the top eight as previously. After five rounds he was on four wins and looked set to do well having beaten Turkey, Germany (von Arnim), lost to Romania (Bisca) and beaten Taiwan and Singapore. However the computer program used had some oddities and always drew up the player with the best S.O.S., so Matthew, having lost to Canada in round six, had to play the professional strength players from Hong Kong and DPR Korea (a 14 year old student professional). He thus ended on four wins whereas some of the two dan players, having lost early, could battle amongst themselves and pick up five easy wins. His final position was 19th out of 46 countries.

The top eight places were: 1 Jun Liu (China) 8/8; 2 Hirata Hironori (Japan), 3 Yong Man Lee (Korea), 4 Miss Ying Kan (Hong Kong), 5 Thomas Ko (USA), 6 Hsiang Jen Huang (Taiwan) on 6/8; 7 Myong Choe (DPR Korea), 8 Viktor Bogdanov (Russia) on 5/8. Most noteworthy win was by Gilles van Eeden (Netherlands) who beat the previous champion, Hirata of Japan, in round two.

European Go Congress

First was Guo Juan (7 dan, NL 10/10), 2nd Rob Van Zeijst (NL, 7 dan, 8/10), 3rd Lee Hyuk (6 dan, Korea, 7/10), 4th Laurent Heiser (6 dan, Lux), 5th Pierre Colmez (5 dan, F), 6th Pei Zhao (5 dan, D), 7th Sorin Gherman (6 dan, R), 8th Gilles van Eeden (5 dan, NL), 9th Sumikura Yasuyuki (6 dan, J), 10th Miyakawa Wataru (6 dan, J).

UK: 34th Piers Shepperson (5 dan), 44th Jim Clare (3 dan).



Pair Go Handicap winners: Yvonne Mao & Paul Margetts, David Woodnutt & Alison Ewers

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Glossary

Aji: latent possibilities left behind in a position.

Aji-keshi: a move which destroys one's own aji (and is therefore bad).

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

Dame: a neutral point, of no value to either player.

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.

Hasami: pincer attack.

Hoshi: one of the nine marked points on the board.

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

Joseki: a standardised sequence of moves, usually in a corner.

Kakari: a move made against a single enemy stone in a corner.

Keima: a knight's move jump.

Kikashi: a move which creates aji while forcing a submissive reply.

Komi: a points allowance given to White to compensate for Black having the first move.

Kosumi: a diagonal play.

Miai: two points related such that if one player takes one of them, the opponent will take the other one.

Moyo: a potential territory.

Ponnuki: the diamond shape left behind after a single stone has been captured.

Sagari: a descent towards the edge of the board.

Sanren-sei: an opening which consists of playing on the three hoshi points along one side of the board.

Seki: a local stalemate between two or more groups dependent on the same liberties for survival.

Semeai: a race to capture between two adjacent groups that cannot both live.

Sente: gaining the initiative; a move that requires a reply.

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Notices

BGA on WWW

There is now a BGA page on World Wide Web. The BGA home page address is:

<http://www.eng.ox.ac.uk/people/Harry.Fearnley/go/BGA.html>

Apologies for printing the above address with bga instead of BGA in the last issue.

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